A NEWSFIELD PUBLICATION

No 71 MARCH 1991

£1.95
WITH CASSETTE
US $4.50
DM 9.90

ZZAP! 64

COMMODORE GAMES
C64 • CONSOLE • AMIGA



EXCLUSIVE!

SUPER MONACO GRAND PRIX
The world's four most glamorous race tracks!

LAST NINJA III
System 3's latest and greatest?

FAB TURRICAN II POSTER

JOYSTICK ROUND-UP
Infra-red and GS-compatible sticks!

SPEEDBALL 2
Ultra-violent future-sport!

4 COMPLETE GAMES!
DRACONUS Zeppelin - OCEAN CONQUEROR Hewson
ZYBEX Zeppelin - 3-D LUNATTACK Hewson

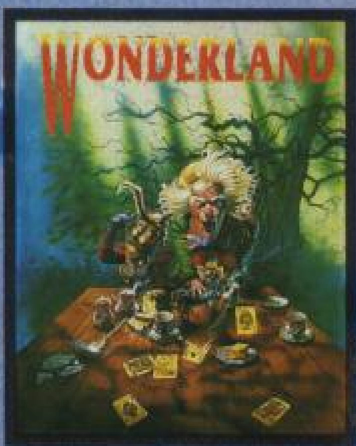
No tape? Ask your newsagent for your wiz ZZAP! Mega-Games Compilation!

WIN A PORTABLE TV AND CD PLAYER!

03

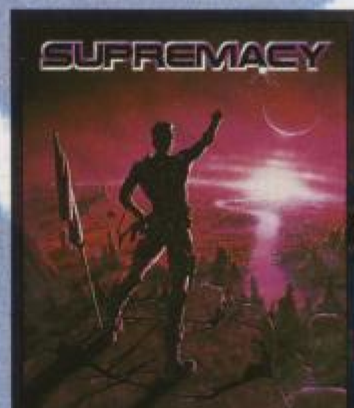
9 770954 867011

REASONS TO BE



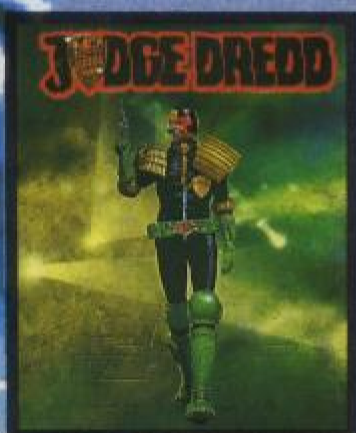
WONDERLAND

Puzzles, conundrums, potions, caterpillars, mushrooms and very Mad Hatters for your IBM PC, Amiga, Atari ST and Archimedes



SUPREMACY

The last word in space strategy for your IBM PC, Amiga, Atari ST and C64



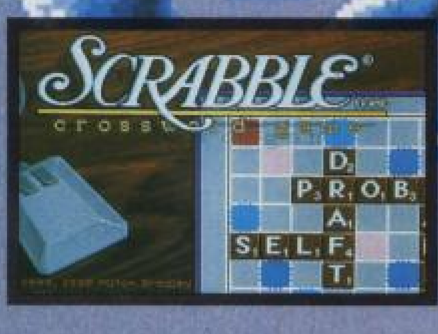
JUDGE DREDD

"Nobody's an innocent citizen – we're just here to determine the level of guilt." Amstrad, Spectrum, Amiga, Atari & C64

COMING SOON!

FISTS OF FURY

Battle your way through four of the biggest selling games of all time – Double Dragon II, Shinobi, Ninja Warriors and Dynamite Dux. Amiga, Atari ST, C64, Spectrum and Amstrad



"NEW" DE LUXE SCRABBLE

The NEW deluxe computer edition of the ultimate in computer word games. Outshines *all* previous versions. IBM PC

Virgin
Leisure Genius



THEIR EYES MET ACROSS THE LABORATORY...
THE CHEMISTRY WAS INSTANTANEOUS!
BUT IS CHIP MAN ENOUGH TO GET INTO MELINDA'S CLUB?
CHIP'S CHALLENGE™
Chip is in love, but if he wants to capture the heart of Melinda the Mental Marvel there is a tough challenge ahead.
LEVEL
003
TIME:
070
CHIPS
LEFT:
004
Screen shot from Atari ST version.
144 levels of mind-boggling dexterity and wrist-wrenching agility stand between him and Membership of the BIT BUSTER CLUB.
Once he gets into the club he'll get into Melinda's heart and together they can integrate technology.
• 144 exasperating levels.
• Hordes of traps and nasties.
• An exhilarating test of mental agility.
• An exhausting exercise of dexterity.
• 100% ADDICTIVE!
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.
U.S. GOLD®
AVAILABLE ON :
CBM 64/128, Amstrad, Cassette & Disk, Spectrum Cassette, Atari St, Amiga & PC
© 1990 EPYX Inc. All rights reserved. EPYX is a registered trade mark Number 1195270. U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX, England.

ZZAP!64/AMIGA

MARCH 1991

editor
stuart wynne
sub-editor
phil king
staff writers
robin hogg
lloyd mangram
think tank contributor
boris myashirov
photography
michael parkinson
production and circulation director
jonathan rignall
art editor
mark kendrick
production supervisor
matthew uffindell
reprographics
tim morris
rob millichamp
robb 'the rev' hamilton
jenny reddard
lisa mccourt
system supervisor
ian chubb
system operator
paul (charlie) chubb
editorial director
oliver frey
group advertisement manager
judith (barmy) bamford
advertisement sales executive
george keenan
advertisement production supervisor
jackie morris
advertisement production assistant
jo lewis
mail order
carol kinsey
all departments
newsfield ltd
zzap!
ludlow
shropshire
sy8 1jw
☎ (0584) 875851
typesetting
newsfield using apple macintosh ii computers running quark xpress and adobe illustrator 88, with system support from digital paint reprographics, wirral business centre, merseyside.
colour origination
scan studios
islington green
london n1
printing
bpcc business magazines (carlisle) ltd
newtown trading estate
carlisle
cumbria
ca2 7nr
distribution
comag
tavistock road
west drayton
middlesex

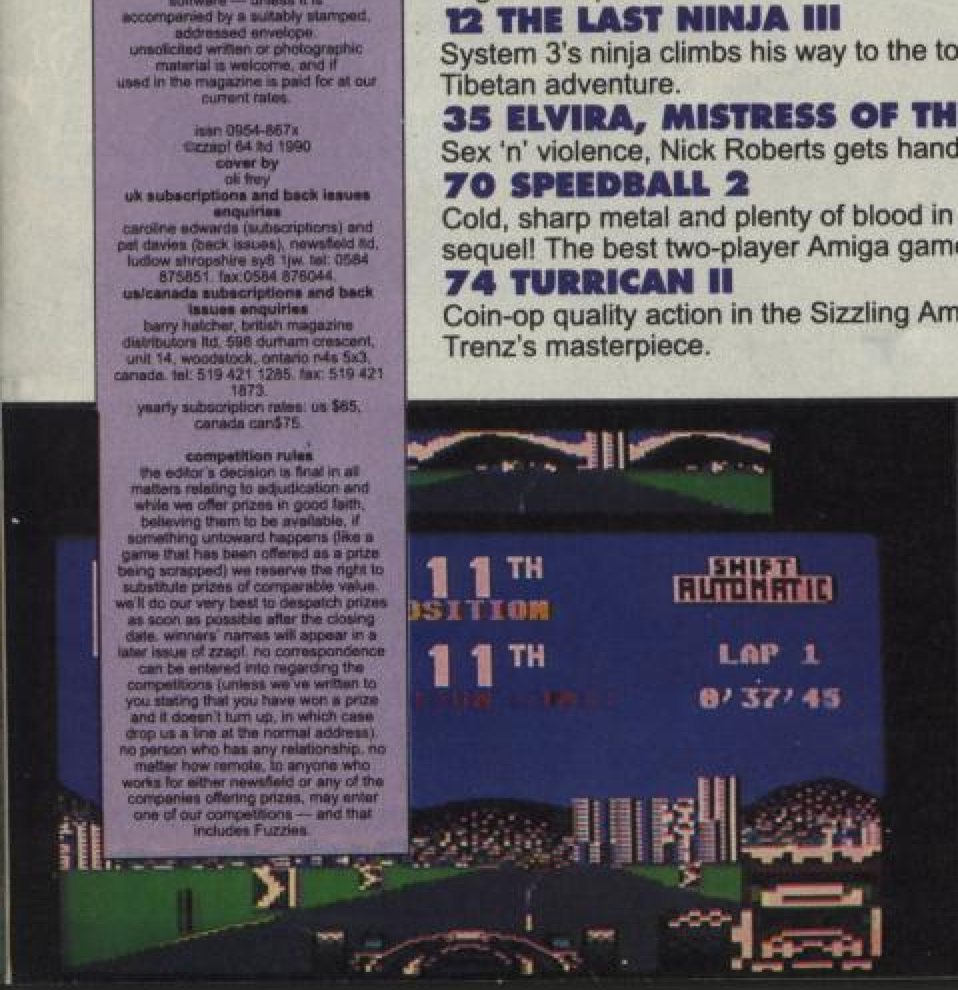
issn 0954-867x

cover by
oli frey
uk subscriptions and back issues enquiries
caroline edwards (subscriptions) and pat davies (back issues), newsfield ltd, ludlow shropshire sy8 1jw. tel: 0584 875851. fax:0584 876044.
us/canada subscriptions and back issues enquiries
barry hatcher, british magazine distributors ltd, 598 durham crescent, unit 14, woodstock, ontario n4s 5x3, canada. tel: 519 421 1285. fax: 519 421 1873.
yearly subscription rates: us $65, canada can$75.



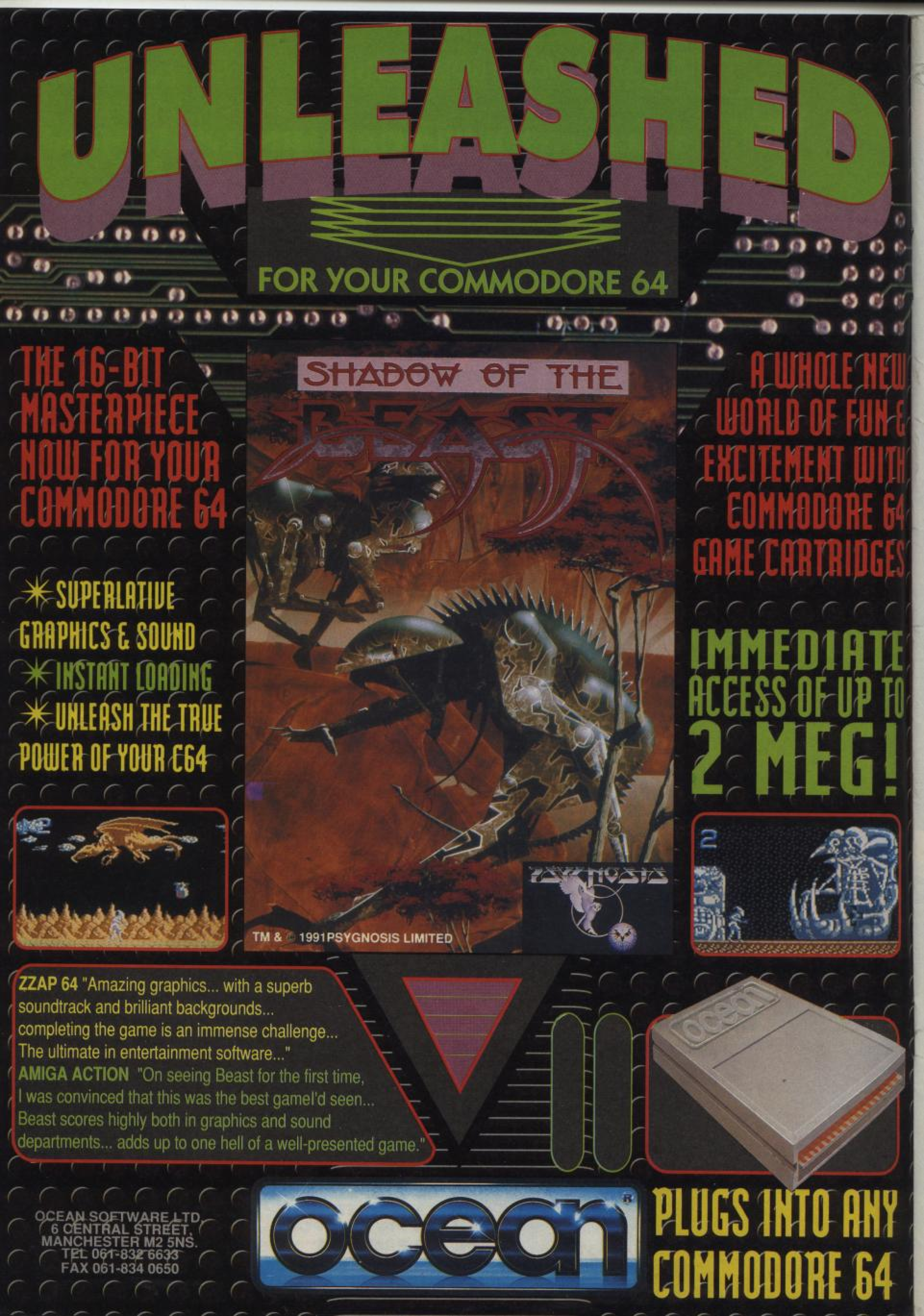


REVIEWS



RACING REGULARS




UNLEASHED
FOR YOUR COMMODORE 64
THE 16-BIT MASTERPIECE NOW FOR YOUR COMMODORE 64
* SUPERLATIVE GRAPHICS & SOUND
* INSTANT LOADING
* UNLEASH THE TRUE POWER OF YOUR C64
SHADOW OF THE BEAST
PSYGNOSIS
TM & © 1991 PSYGNOSIS LIMITED
A WHOLE NEW WORLD OF FUN & EXCITEMENT WITH COMMODORE 64 GAME CARTRIDGES
IMMEDIATE ACCESS OF UP TO 2 MEG!
ZZAP 64 "Amazing graphics... with a superb soundtrack and brilliant backgrounds... completing the game is an immense challenge... The ultimate in entertainment software..."
AMIGA ACTION "On seeing Beast for the first time, I was convinced that this was the best gameI'd seen... Beast scores highly both in graphics and sound departments... adds up to one hell of a well-presented game."
ocean
OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS. TEL 061-832 6633 FAX 061-834 0650
ocean
PLUGS INTO ANY COMMODORE 64



ZAP!TEST!

DRAGONSTRIKE

● US Gold/SSI, C64 £24.99 disk only; Amiga £29.99

The magical world of Krynn is under threat from the Dark Queen's dragonarmies. Its only possible saviours are the noble Solamnic knights, whose ranks you've just joined.

Flying on dragonback in 20-plus missions, you come across not only evil dragons but also ships, castles, wyverns and mighty flying fortresses. Before each mission, you're given the opportunity to preview the landscape you'll be flying over and shown a map which marks the deployment of good and evil dragons.

The screen is dominated by a 3-D view from your saddle, your dragonlance pointing ahead of you (it can be replaced with a simpler crosshair sight). Your dragon's power, speed, altitude and heading are indicated on various displays for general dragonflight, while a magical crystal ball acts as radar for enemy detection. Both you and your dragon have limited energy, but as it dwindles you can tap into your supply of Keoghton's Healing Ointment.

A joystick controls the dragon's flight and keys aim the lance. Good dragons have lightning bolt and limited fire/smoke breath weapons. The dragon automatically tries to bite or claw any opponent that passes just below it, and you automatically use a sword on any beast passing just above.



DragonStrike's presentation is superb with free postcard dragon illustrations, gorgeous static screens and reams of scene-setting text. It's a shame this attention to detail doesn't extend to the core of the game, the simulator. Flight itself is very limited on the graphics front and the Amiga game judders along when flying over polygon-intensive graphics like the castle (which isn't all that impressive anyway). By contrast the C64 version is devoid of anything other than occasional ground graphics and the main dragon/ship sprites. Attacking ships is very difficult on the C64 game without visual cues of height (an altitude warning being the only clue as to my immediate demise). But it is fun 'dog'fighting at close range, spinning the lance round and pranging the enemy up the behind (accompanied by a 'Yowl!' (I should think so! — Ed)). The sensation of flight is unsurprisingly better on the Amiga with flapping wing FX and so on to heighten the sensation — the C64 dragon roar is good but it's very spartan on the FX front otherwise.

Despite a lack of mission depth per mission and little in the way of adventure element, it's playable and different and worth recommendation.



The idea of patrolling monster-filled skies as a Solamnic knight is great. The 3-D landscapes *look* fine, and the sensation of flight is good, but the Amiga screen update is quite slow and jerky, even with low-detail and wireframe graphics selected. The C64 game doesn't suffer from such problems as there aren't any backdrops to worry about. The C64 sprites are blocky but well-animated, Amiga sprites are unimpressive but the main bugbear with me is the colour scheme. Nice, lush greens and a bright blue sky are completely inappropriate to the grim, fierce battles related in the books — dark greys, deep reds and a stormy sky would've given the correct atmosphere; the primary blues of the C64 game don't work.

Gameplay is easily grasped but fun, although with separate lance controls you either have to leave it where it is 95% of the time or get a friend to aim it — maybe mouse control for the lance would have worked better. One dragon's very much like another but slaying them makes a very welcome change to searching out SAM sites and shooting down MiGs.

PRESENTATION 90%
Excellent: comprehensive manual with plenty of background material, full-colour AD&D data cards, redefinable controls, graphics options and save/load facility.

GRAPHICS 68%
Well-formed and coloured 3-D landscape but with jerky, unconvincing movement.

SOUND 60%
Okay in-game tunes and jingles plus some amusing dragon growls and screams.

HOOKABILITY 78%
The atmosphere generated by packaging, intro screens and text plus the sheer novelty of riding a dragon are more than enough to grasp your attention.

LASTABILITY 76%
Different dragons to both ride and slay plus a few extra targets for mission variety.

OVERALL 77%

3-D *Joust* with depth (obviously!) and strategy.

★ Medieval combat, high above the magical world of Krynn. (C64)



C64

PRESENTATION 85%
Same as Amiga, except for no graphic options and heavier disk accessing.

GRAPHICS 65%
Not much scenery but detailed sprites move nicely.

SOUND 35%
Mediocre tune and minimalistic FX.

HOOKABILITY 71%
Very easy to get into...

LASTABILITY 67%
...and quite a few missions, but variety is a bit limited for the price.

OVERALL 69%

A superbly presented dragon sim!

SUPER MONACO GP

• US Gold, C64 £10.99 cassette, £15.99 disk; Amiga £24.99

Monaco has to be the most glamorous and exciting Grand Prix race, dropping a gaggle of 200mph speed machines onto the streets of Monte Carlo. It's incredibly dangerous, noisy and absolutely exhausting for the world's best drivers but who could resist taking part? While waiting to be turned into sliced beef on a nasty hairpin turn you could take a stroll along those famous golden beaches, lose a year's wages in the exclusive casinos and maybe even chat up a princess. And what better incentive to risk your life could you want than the chance to meet Princess Stephanie, with her hip-cut designer swimsuits, sultry eyes, dangerous attitude and big, uhm, shoulders? It sure beats Brands Hatch with the rain, hot dogs and Fergie falling out of her limo!

In the original coin-op you were plucked off the streets to swap your jeans for an asbestos suit and a ticket to Monaco. But for the home computer market this is all too easy — before getting your chance to become an international playboy you must prove yourself on three other tracks: France, Brazil and Spain. On all the tracks you must do a qualification lap to determine which position you start at.

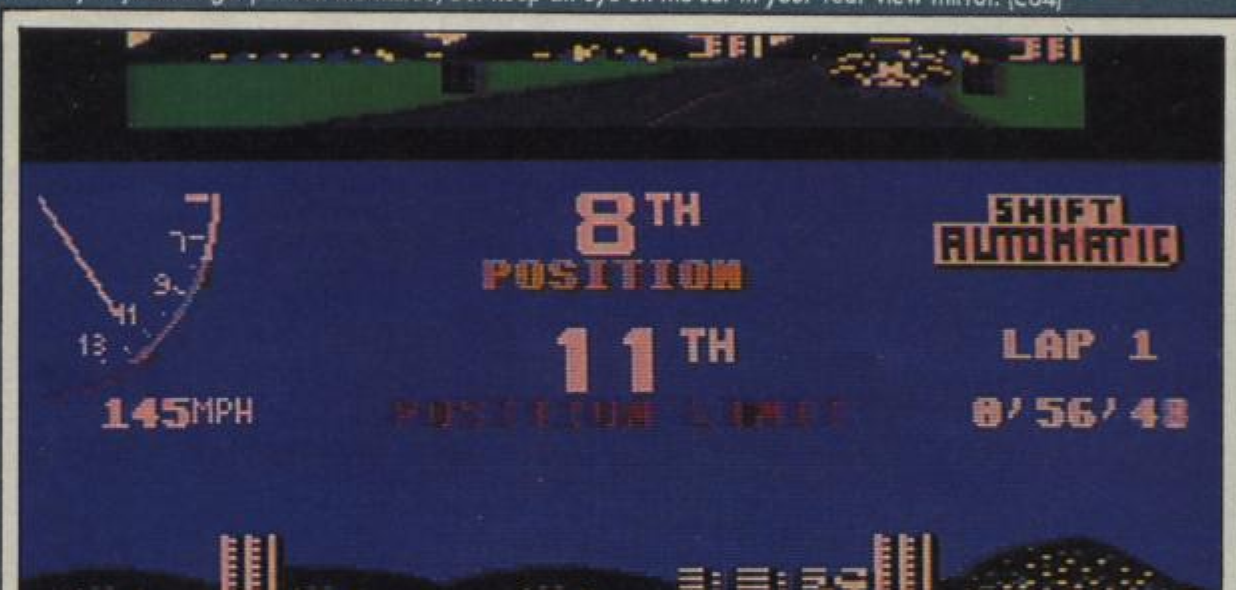
The computer will decide at random whether conditions are wet or dry. Once in the three-lap race you have to beat some peculiar qualification rules. With each lap you make, the position you have to be in goes up one: if you're not in that position as you cross the finish line you're removed from the race — game over.

Before you can accelerate yourself into oblivion you must decide how quickly you're going to do it. There are three car transmissions to choose

★ The race has just begun and the cars are still tightly grouped, making overtaking hazardous. (Amiga)



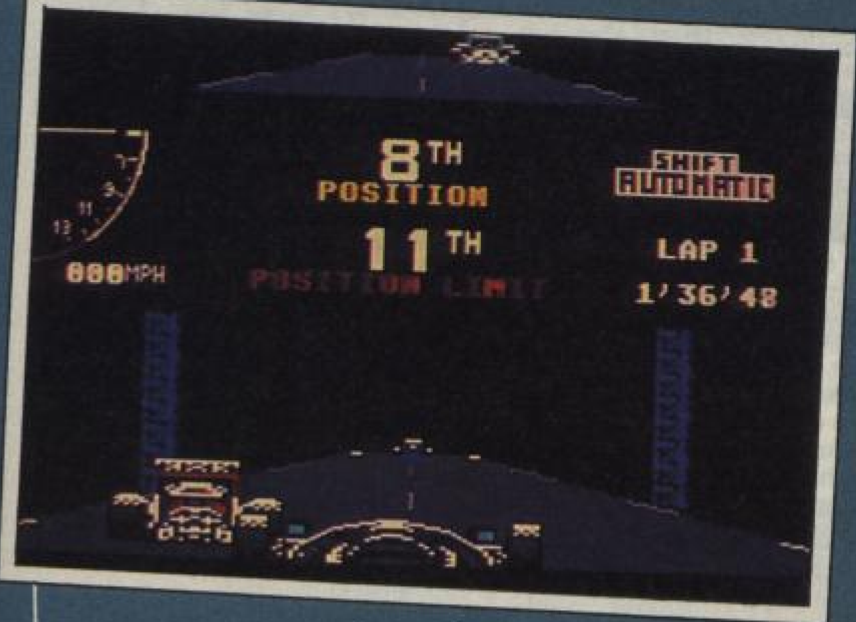
★ Maybe you can get past on the inside, but keep an eye on the car in your rear-view mirror. (C64)



Monaco doesn't offer anything particularly new or original to the race game genre, but there are surprisingly few good racers around and this is the first C64 game to use the superlative *Turbo* graphics system. The mirror works particularly well on the C64 where the number of cars on screen is inevitably limited — the mirror allows three cars on screen and gives a good sense of being in the thick of a Formula One pack. Unlike *Turbo* where it was mainly a case of beating the clock, *Monaco* forces you into some really tight overtaking situations and the one life system makes for a much more realistic feel. This game makes you sweat!

On both C64 and Amiga success seems impossible initially, but if you persist the game begins to open up into a compulsive challenge. Of the two versions, I prefer the C64 one as the Amiga has a little bit of pale palette ST-itis, but the sheer number of cars on the road help compensate. Without doubt both conversions offer pole position racing action and US Gold's decision to quadruple the number of tracks means there's plenty of lastability.

★ Overtaking in the tunnel is even trickier. (C64)



from: Beginner's Automatic (Low skill level with a low top speed to match), Intermediate 4-Gear System (Medium skill level with faster acceleration and slightly higher top speed) and the awesome Professional 7-Gear System (High skill level with a monster engine and a hair-raising top speed of 200+mph). Needless to say, if you hit any roadside object at speed you disappear in a ball of flame! It's death or glory on the asphalt with just a single life, but you can't play cautious when you're aiming to impress a Princess!



Sheer speed makes *Monaco* stand out from the crowd of racers currently available. On the C64, this is provided by Grant Harrison's version of the Visual FX *Turbo* graphics system — the speed's even more amazing considering the extra processing time needed for the added rear-view mirror and cars getting larger as you approach them. On both versions the graphical speed is exhilarating as you edge perilously closer to the edge of the track to get round the bends as fast as possible — especially as the brakes are very sensitive, so you must only tap them lightly if you don't want to slow to a snail's pace. An ever-decreasing position limit forces you to really put your foot down, weaving between intelligent computer cars at top speed. In short, *Monaco* perfectly captures the intense Grand Prix atmosphere with a thrilling combination of skill, speed and daring.

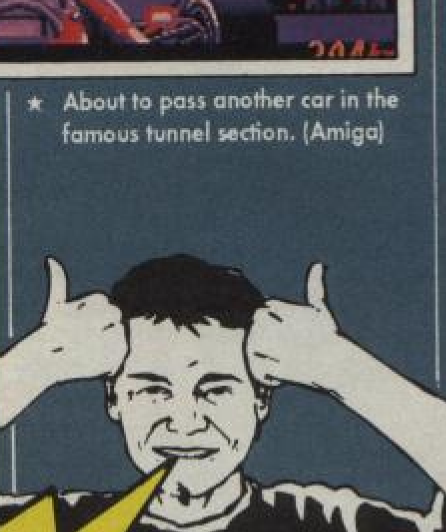




★ About to pass another car in the famous tunnel section. (Amiga)

Like all Sega racer coin-ops, *Monaco* was a tour de force of layered graphics but this one was different in that it relied on timing and precise car handling if you were to get round the Monaco course in one piece, something which makes the playability of both home versions a cut above most simplistic racers. Grant (*SCI*) Harrison's C64 programming makes for a decent speed effect, not quite as fast as in *SCI* but still pretty good together with some good Nick Cooke graphics. ZZKJ's experience with *Super Hang On* pays off with the Amiga version going flat out and capturing the need for speed in fine style, although the one-sided buildings look a little odd rushing past. The fun of the 16-bit game comes from just rocketing along, tackling bends at daringly high speeds. Great fun.

Top marks too for structuring the C64 game so that you don't have to rewind tape every five minutes. You can put in a good number of beginner's runs before you decide to upgrade the gear system and attempt a Cup-winning session. The Amiga doesn't suffer even with multiload per track, and there's a nice rendition of the coin-op's attract mode. Pity the congratulatory screen is a little indistinct and those women are outrageously proportioned — by the way, which one's Steph?



Did Not Qualify

C64

PRESENTATION 90%
Curvaceous loading screen and good 'gear select' screens, cleanly laid-out in-game display and above-average congratulatory screens. Smart multiload: once you choose your transmission all four tracks are loaded in one.

GRAPHICS 84%
Good road perspective, mirror works well and the speedy cars look surprisingly good close up.

SOUND 85%
Well-suited, pacy loading tune by ex-Maniac of Noise, Jeroen Tel. Standard in-game FX include engine tone, screeching tyres and car bumps.

OOKABILITY 91%
The 'gear select' system introduces the player to the game very easily, but you've got to learn the track layouts to succeed.

LASTABILITY 89%
Eleven other determined racers weaving around with tight position limits offers a good challenge, beating *Turbo Out Run*.

OVERALL 90%

A great race game with pace.

amiga

PRESENTATION 86%
Multi-screen attract mode matching the coin-op for style. Not-so-hot circuit completion screen. Joystick/mouse control with 3 levels of sensitivity. Acceptable multiload.

GRAPHICS 86%
Very fast update although the layered graphics do repeat from time to time.

SOUND 78%
Middling title tune, other above-average tunes and generally good effects.

HOOKABILITY 92%
Excellent race sensation with intelligent computer cars. The automatic gear shift introduces the player gently while keeping the challenge high.

LASTABILITY 88%
Four race circuits plus slippery wet condition races makes life tricky — and that's before you get round to tackling the 4/7-gear systems.

OVERALL 91%

Great coin-op racing comes to the Amiga in fine style.

● Konami/Imageworks, C64 £12.99 cassette, £16.99 disk; Amiga £24.99

TEENAGE MUTANT HERO TURTLES



★ Leonardo takes on the Foot Clan, with April held hostage at the top. (Amiga)

Okay, let me get this straight. Four terrapins fell into some radioactive sludge, but were rescued by a rat called Splinter which had learnt martial arts from watching a master ninja. The radioactivity naturally grew all five creatures to man-size and enabled them to speak English. The Turtles learnt Californian surfer lingo from TV and, in time, became international heroes.

Obviously this is completely ludicrous and unbelievable, so when the Turtles became a worldwide phenomenon the plot was changed to something much more realistic. Now instead of Splinter being an incredibly smart rat, he's a human who was transformed into a rat. This incredibly mean act was perpetrated by Shredder after he killed the previous leader, a good friend of Splinter. Once transformed into a rat, Splinter just happened to come across four Turtles as they fell into that critical radioactive sludge. All makes perfect sense now, doesn't it?

In the computer game the Turtles are battling, as ever, with the Foot Clan in their quest to get the Transformer device from Shredder. Also, their reporter friend April O'Neil has been kidnapped and must be rescued. The game takes place in New York, viewed from overhead. You control a single Turtle as he scuttles about, battling ninjas. Certain buildings can be entered and the view changes to a side-on one. The Turtle can run around, make massive leaps and fight. The weapon used varies according to the character, each of which has his own energy and can be switched between by pressing space. To restore energy you can collect pizzas, of course. Other pick-up items include additional weapons such as a Boomerang, Shuriken, Triple Shuriken, Anti-Clan missiles, a rope for climbing between buildings and limited invulnerability. On the overhead section there's a party-van which can be driven around.



The dudes are here at last, but the game's a bit of an anticlimax on the C64. It's a very mediocre arcade adventure which wouldn't stand a chance without the interest generated by the strong licence. Dedicated Turtles fans will no doubt lap up the unsophisticated beat-'em-up action — though the inflated price tag is harder to stomach than a 12-inch pizza. But there's nothing at all outstanding to see or do and the repetitive sewer sections all look very much alike.

Talking of sewers, the Amiga looks like it crawled out of one. Incredibly jerky scrolling, pathetic (sometimes two-frame!) animation, and a general lack of detail are complemented by an irritating tune. Gameplay is identical to the C64, ie very derivative and unambitious even for 8-bit, never mind 16-bit. Shredder must be laughing his head off at this dire effort. Totally bogus, dudes!



Well you've already bought this one by the crate load, so I guess this review is of more historical interest than anything else. Wisely Mirrorsoft declined to send out pre-prod versions for reviews, thus missing pre-Xmas reviews, but with the Amiga simply a glance would reveal a chronic scroll and banal graphics suffering mediocre animation. ST-portitus strikes again! Gameplay is an unremarkable mix of overhead-view maze with side-on combat. Sluggish response makes the latter unsatisfying, and repetition soon sets in. It's a dull game which would've sunk without trace if it didn't have the *Turtles* name.

C64 *Turtles* isn't quite so technically poor, the backgrounds are reasonable and the Turtles sprites are acceptable. However, splodgy enemy sprites and the basic limitations of gameplay make this amazingly inept for the high price point. A swift multiload and numerous levels can't compensate for this. I only hope all those new C64 owners aren't going to go off computer games after this.

amiga

PRESENTATION 55%
Sluggish multiloading, lacklustre intro and in-game pics, but save game option (overwriting any previous save).

GRAPHICS 40%
Okay graphics but dire animation and scrolling.

SOUND 47%
As with the C64, cheery but repetitive.

HOOKABILITY 39%
Easy to get into, but unsatisfying for the price...

LASTABILITY 37%
...while later levels offer little to break up the monotony.

OVERALL 38%
Turtley naff.

C64

PRESENTATION 64%
The 16 multiloads are quite quick, plus there's four continue-plays and an okay intro.

GRAPHICS 59%
Scrolling is relatively smooth and backgrounds are quite nice, but sprites are poor.

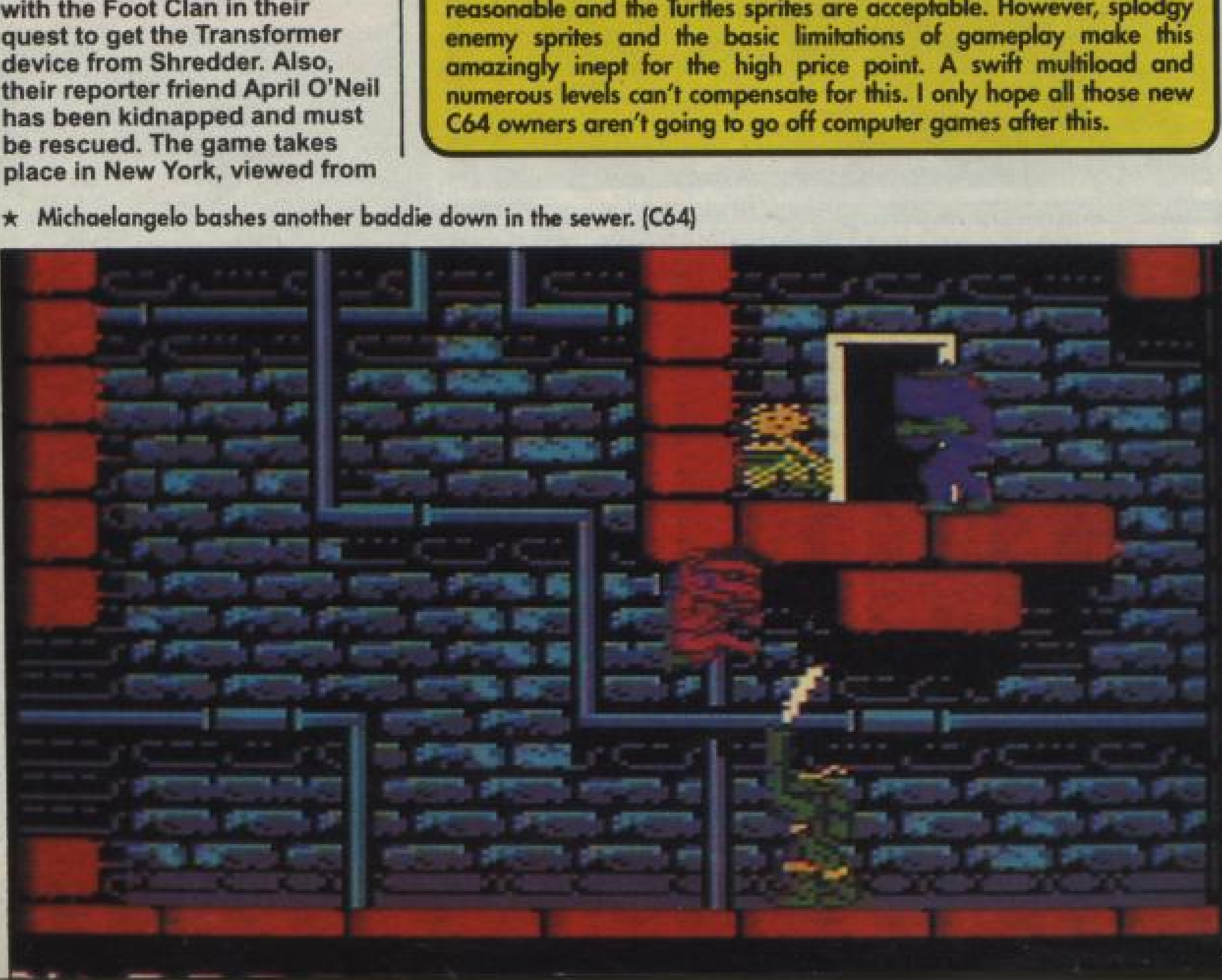
SOUND 60%
A cheery but unsophisticated tune.

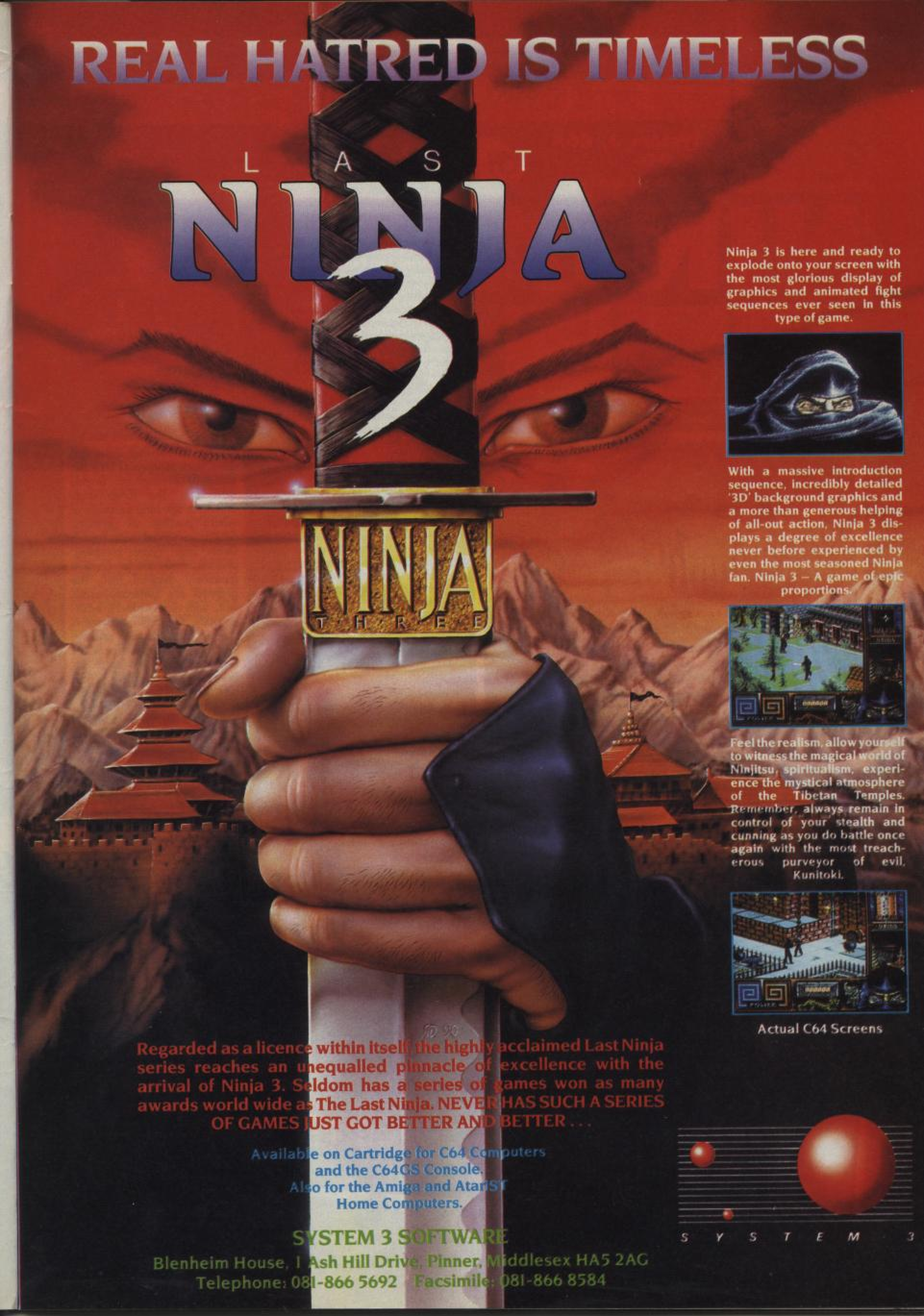
HOOKABILITY 61%
Quite simple so young kiddies won't have too many problems.

LASTABILITY 59%
A biggish mapping challenge, but repetitive.

OVERALL 59%
Playable, but overpriced and under-produced.

★ Michaelangelo bashes another baddie down in the sewer. (C64)




REAL HATRED IS TIMELESS
LAST NINJA 3
NINJA THREE
Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.
With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.
Feel the realism, allow yourself to witness the magical world of Ninjitsu, spiritualism, experience the mystical atmosphere of the Tibetan Temples. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil, Kunitoki.
Actual C64 Screens
Regarded as a licence within itself the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .
Available on Cartridge for C64 Computers and the C64GS Console.
Also for the Amiga and AtariST Home Computers.
SYSTEM 3 SOFTWARE
Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584
SYSTEM 3

ZZAP!TEST!

● System 3, C64
£24.95
cartridge only

NINJA III

★ Taking on a baddie on the beautifully detailed fire level.



★ Crossing a lethal lava river. Note the prayer wheel opening to show a useful object is close by.



It's been several centuries, and four years, since the ancient ninja brotherhood was all but wiped out by the evil machinations of the Shogun Kunitoki. In the aftermath of that slaughter the last ninja, Armakuni, defended the island Len Fen against the Shogun's armies (94%, Issue 28, 1987). Kunitoki was defeated and only escaped death by means of a magical orb transporting him through time and space to contemporary New York. *The Last Ninja II* (94%, Issue 41, 1988) saw Armakuni tracking Kunitoki through the streets of New York, taking on his vicious criminal empire and ultimately defeating him once more. But now Kunitoki is ready for Armakuni. In this latest epic the malevolent Shogun has retreated to Tibet and the Palace of Mysteries where he plots a new world order, a realm of Chaos. While he works at this colossal and apocalyptic feat of Black Magic his latest, and most powerful army has prepared itself for the last ninja...

The Palace of Mysteries is split into five levels: earth, wind, water, fire and void — each with between 12 and 16 screens. To complete a level, its guardian shogun must be killed. This requires a certain amount of Bushido, or honour, which is built up by defeating



System 3's flagship series has gone back to its roots with this brilliantly atmospheric arcade adventure. The three-minute intro is a stunning example of what's possible on cartridge which, combined with superb death and 'game complete' pictures, gives the program a genuinely magical feel. The graphics are generally excellent, with some superb backgrounds. The detail on trees is stunning, for example, and the way they overwrite characters illustrates the slickness of the isometric programming. What can't be seen from screenshots is the animation, with the main sprite moving really well — just watch how nunchukas sway when being carried. System 3 have created one of the most detailed and atmospheric playing environments seen on the C64, and my only reservation is that realism has made some of the levels a bit samey. Only on level five does the game go for a dramatically different, surreal mysticism.

Actual gameplay is very strong with some nice puzzles to sort out. Manufacturing vital objects leads to some complex problems. In truth I wish there could've been a lot more of this — it's not a *Time Machine* in terms of complexity or originality. However there's plenty of ninja combat, with a lot of varied opponents, including a shogun at the end of each level. The need to build up Bushido by using the correct weapons is a neat idea (although you can cheat by concentrating on beating up level one baddies). In terms of gameplay structure *III* isn't a massive improvement over *II*, but for existing *Ninja* fans and anyone else who simply wants a good arcade adventure, *III* is likely to be an essential purchase.

Kunitoki's men. There's a different type of soldier for each level, each with their own attack style and weapon. To achieve the most Bushido from a battle you should use the same weapon as the soldier uses. If you use a more powerful weapon you win little honour. However, Kunitoki's power means that unlike you, soldiers cannot be killed; only rendered unconscious for a while. Your energy is shown in the bottom-left corner, along your opponent's. Care must be taken because energy cannot



★ That superbly animated waterfall deserves investigation...

With a remarkable boost to the graphics over the first two *Ninja* games, *III* certainly looks great. Veterans of the original will notice similarities with the first game but the oriental look is atmospheric, the elemental theme a good one and the attention to detail considerable. Although there's not a lot new in the gameplay, the great idea of taking on the enemy with *their* weapon instead of your most powerful one is a new idea that works well. This gives the enemy intelligence, makes you stop and think about each conflict, adding depth to the game — although I don't think this alone justifies the higher price. The instant loading is great though, even if previous *Ninja* games were well-structured so multiloading wasn't too bad, and the uniquely ambitious intro would've been unworkable on tape or disk. There's some nice touches about *Ninja III* and a definite appeal with some strong puzzles. For me the New York theme of *II* made it the best of the series, but *III* is a classy product in its own right and bound to a massive success.

be restored, although there are extra lives to be picked up. You begin with five lives and three continue-plays.

There's more to the game than simply combat, though: besides a variety of weapons such as swords and nunchukas, there are numerous objects vital to solving various puzzles. At the top-right of the control panel a prayerwheel opens to display

The *Last Ninja*'s gameplay isn't anything special, but the concept has been executed extremely well. It isn't as interactive as I would have liked, and when it boils down to it there isn't really much to it. Sounds familiar? Well it should because that's what Gary Penn said about the original, way back in 1987. Four years on and nothing much has changed. The execution is still impressive with some superbly detailed isometric graphics, but gameplay-wise *III* isn't much of an improvement on its predecessors. The graphics are possibly the finest yet and instant loading is fun, but it's a pity the cart wasn't used to get rid of the mildly irritating build-up of graphics when you enter a screen. I also expected some far more sophisticated puzzles — yes, they have been marginally improved, but are hardly in the same league as those in the old Ultimate games. I think the whole *Ninja* concept is now showing its age a bit, and 25 quid is a lot to pay for slight enhancements — especially if you've already got the previous *Ninja* games.



AMIGA UPDATE
See previews!

PRESENTATION 94%
Three-minute intro, death pic and good end sequence. Three continue-plays.

GRAPHICS 94%
System 3's unique isometric 3-D is taken a step further — beautifully detailed and evocative. The only slight flaw is that there isn't any dramatic variety apart from level five.

SOUND 92%
Excellent main title tune, various tunes for different levels and standard FX.

HOOKABILITY 92%
Fairly easy to get into, the control system has been improved and the first few baddies are fairly easy to defeat.

LASTABILITY 94%
Five levels provide a substantial challenge, especially with need to build up Bushido.

OVERALL 93%
Another classic System 3 arcade-adventure.

★ Stunning backdrops help create a brilliant atmosphere in this 512K masterpiece.



any objects hidden on the screen. It would spoil things to reveal too many of the clues, but one simple example shows the basic idea. To climb a steep cliff face you need to find a pair of gloves and some nails — once collected these are automatically turned into climbing gloves. Later puzzles are quite a bit more complex: one even requires you use a furnace to manufacture an item.

GAMATE

COMPACT VIDEO GAME SYSTEM



Includes:

- Game System Console
- Stereo Headphones
- Manual
- Gamate Gamecard
- 4 "AA" Batteries
- Portable, Hand-Held Design



- *Dot Matrix LCD.*
- *Single player or Dual player facility with optional lead.*
- *Rechargeable battery pack or AC adaptor available separately.*
- *Extensive library of interchangeable Gamecards to guarantee continued excitement, only £14.99 each.*

ONLY £59.99 WITH FREE GAME

CHEETAH

CHEETAH INTERNATIONAL LTD.
Norbury House, Norbury Road,
Fairwater, Cardiff U.K. CF5 3AS.
Telephone: (0222) 555525
Telex: 497455 Fax: (0222) 555527

U.S. GOLD

LucasArts on the art and science of entertainment

WORKING IN THIS TOY FACTORY HAS ITS UPS AND DOWNS.



Tired of the same old 9 to 5? Then it's time to punch in for the *Night Shift*™ at Industrial Might and Logic. And take control of the wackiest, wildest, toy-making machine you've ever imagined.

Here's your chance to punch out Darth Vader.™

Or Luke Skywalker,™ Indiana Jones,™ even Zak McKracken:™ miniature dolls of your favorite Lucasfilm characters. But make sure you get their heads screwed on right. Or this might be your last day on the job.

Each eight hour shift takes just a few minutes to complete. But the better you get, the tougher your job gets. Bigger Quotas. Pesky lawyers. Furry pests. And of course the machine *hardly ever* breaks down.

- *Recycled industrial waste becomes fantastic plastic - if you can keep your cool.*
- *One wrong squeeze of paint and you'll turn Artoo Deetoo green with envy.*
- *A squirt of glue, a whack in the head, and a toy is born.*
- *You probably won't need the automatic quality controller, because you'll never make mistakes.*
- *Pack 'em up, ship 'em out, make a bundle, and go home.*

U.S. GOLD

AVAILABLE ON:
CBM64/128,
Amstrad,
Cassette & Disk,
Spectrum Cassette.
Atari ST, Amiga &
PC & Compatibles



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.



GO WiLd!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
ocean
SPECTRUM . AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST . AMIGA
OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.
TEL: 061-832 6633, FAX 061-834 0650

welltris

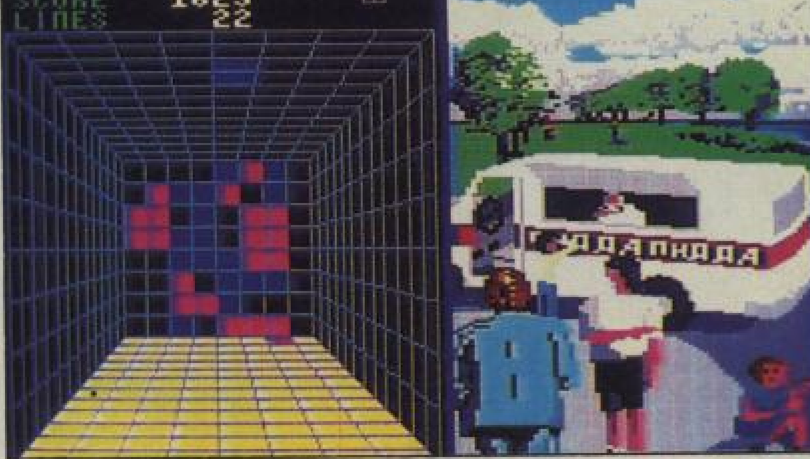
• Infogrames, C64 £10.99 cassette, £15.99 disk

Russia's best game was a phenomenon which swept across all machines and sparked a massive legal battle between Atari Games, Mirrorsoft and Nintendo. Over four years after its release it's still all too easy to bump into Gameboy fanatics who boast of playing it non-stop for days at a time. Six months ago Alexey Pajitnov of the Soviet Academy of Sciences saw his 1989 sequel make it onto the Amiga (83%); now the C64 conversion is here and is unsurprisingly much the same.

As in *Tetris* the player is faced with a constant onslaught of blocky pieces which must be fitted together to create lines. Form a solid line and it disappears, racking up the points and giving you space to create more lines. The difference is that instead of the pieces falling only vertically, now they can appear on any of the four sides of the 3-D 'well'. As they fall downwards you can rotate the pieces and also move them around the four walls.

If you're slow forming lines the well will soon start to fill up. Should you be unable to fit a piece completely into the base of well, and part of it sticks up a wall, then that wall flashes yellow and no pieces can be moved across it until another three pieces have fallen. If all four walls are locked up then it's game over.

Initially the pieces fall slowly, are relatively simple and there's plenty of little pieces for filling in gaps. After fifteen pieces things change though, an awkwardly shaped bonus piece falls and the speed is increased. Also, the purely decorative picture on the right of the screen changes and you start to get fewer easier little pieces, and more big, misfit blocks. Once you get adept at the game you can use the options at the start to increase the speed and difficulty of the game.



★ Well, well, what's the use of a well without a bucket?



It's six months since the Amiga game and to be honest I'm not as keen on it as I once was. I love C64 *Tetris* and the sequel doesn't match up for me. The main problem with the sequel is that it starts off very easy and stays that way for a while. Then it suddenly jumps up several gears in speed, becoming rapidly impossible. The complexity of the game means speed five is just too much, for me at least. Don't get me wrong, it's still quite playable — especially as a high score game — but its lastability is a bit dubious.



This slick C64 conversion boasts the same scenic Russian pics as the Amiga, well-done but still unremarkable while the Russian tunelets have been lost. Of course half the appeal of C64 *Tetris* was the music, but a more complex game has been crammed into a single load and with some Cocteau Twins on the old ghettoblaster you soon get hooked. The ability to move the pieces across four walls adds a lot to the basic *Tetris* concept — it takes a bit more thought, and leads to the temptation of fitting pieces together to create a slick pattern rather than going all out for lines. Everyone has a different approach to playing it, which is fun, and it's so simple you soon get addicted. As you get more efficient you can trying clearing the screen for bonus points, or splitting pieces on the corners which leads to some odd effects. It's not quite as compulsive as say *Puzznic*, but its challenge is more random so you're always hoping that on your next go the pieces will fall right. A must for puzzle fanatics, and addictive for anyone compelled by making high scores.

★ The play area's getting perilously full and two walls are still blocked.



PRESENTATION 78%
Attractive loading screen, save-to-disk high score table, selectable difficulty with five speeds and three skill levels. Sound on/off plus two different move modes.

GRAPHICS 64%
The main graphics are simplistic, but effective and soon build up plenty of speed. The pretty pictures are a bit dull though.

SOUND 41%
Okay title tune, but in-game FX are strictly limited.

HOOKABILITY 78%
Very simple to get into with compulsive addiction soon setting in...

LASTABILITY 80%
...pics don't provide much of an incentive to continue, but *Tetris* needn't them and neither does this.

OVERALL 80%

A compulsive successor to *Tetris*.


IN A WORLD OF ACID RAIN THERE IS ONLY ONE SALVATION...
HEATSEEKER
By Paul O'Malley
SAVE YOUR WORLD FROM DEATH!
Guide the Leg on its quest for the Flames of Zeal. Hidden on six jungle infested levels they are the key to the healing of the lifeforce — the legendary Triphyllos of Nem!
'— an innovative and well presented arcade adventure' ZZAP!64
CBM 64/128
£9.99 cass £14.99 disk
Thalamus Limited,
1 Saturn House, Calleva Park,
Aldermaston, Berkshire RG7 4QW
Tel 0734 817261
THALAMUS



RRAP

And now over to Lloyd McCaskill for the weather... Hallo. Well, spring is truly with us with a gentle breeze blowing in from the Atlantic to whip off a few roofs. There's a warm front moving in from the west so expect lots of sunshine with the odd shower and bath — tee hee. Tonight there's likely to be a touch of ice on the roads, so if you're driving remember to use your steering wheel — it helps you get round the bends. Tomorrow will start off quietly with blizzard conditions, thunder and lightning and torrential rain with massive fireballs raining down from the sky in the afternoon...

COSTLY CARTRIDGES

Dear Lloyd
I feel I must write to you about the recent launch of the new C64GS. The age group for the GS is around 5-13, fair enough, but what am I saying? I am saying that the price of cartridge games is way over the top. Twenty quid for a 5-year-old, NO WAY IS THAT KID GOING TO GET MANY GAMES DURING THE YEAR except for his/her (no sexist comments, girls) birthday and Christmas.

I do hope you take this as a serious matter as most kids don't have 20 quid to spend on a computer game.

Michael Bather, Merseyside.

PS. Great mag, great features, GREAT EVERYTHING.

Dear ZZAP!
I have, like many other people, tried to write before but now think I have something up-to-date to talk about.

It's all about cartridges. Oh I know all about how good they are and they can (supposedly) give you immediate access of up to 2 meg, but twenty quid for a game! It is a bit cheap.

Over the years, computer owners have been asking for computer software prices to go down not up. I am sure that if you say twenty quid is not going to break the budget, that you should have bought an Amiga.

I, for one, am a great fan of *RoboCop* and I think it was the first I ever finished (after many hours of play — I'm not that good at it). When I heard that Ocean had signed the rights to the sequel over a year ago I was very excited, but now I will have to reconsider buying it.

Is it some plan by Commodore to slowly squeeze out the Commodore 64 market or what? It seems that way.

Colin Finn, West Glamorgan.

PS. Bring back Rockford, the nose and thing please!!!

● *Thanks for writing, Michael and Colin, however I must disagree with you on price. Both the Nintendo Entertainment System and Sega Master System are aimed at exactly the same market, but carts vary in price between £20 and £40, with most new releases costing £30. Good C64 cartridge software offers terrific value by comparison. RoboCop II in particular is a superbly presented game with masses of levels that is designed for cartridge and would cost at least £30 on a rival, Japanese console. The fact that these Japanese consoles have sold hugely well, with a multi-billion dollar market in America and Japan, is the obvious reason why Commodore have decided to launch the GS. Clearly many people want cheap consoles with no multiload hassle, just simple games entertainment. If you get a console, then the cost of the basic materials in a cartridge means software is going to cost £20 at least. For people with a bit more patience the more expensive C64 computer offers a choice of tape and cart software now. This can't be bad, especially as the whole C64 software market seems to have been reinvigorated with people such as Ocean, Entertainment International and System 3 all developing games impossible on tape. Moreover carts mean games previously available only on disk (meaning you had to buy a £140 disk drive) can now be bought on cart for not much more than a disk product. If all C64 software was suddenly only available on cart that would be a bit of shock, but I think the current mix of cart and tape is good for everyone.*
LM

UNCONQUERABLE BEAST

Dear Lloyd
A couple of my friends still own the C64 and often envy the superior capabilities of my Amiga. They agree upon how some A500 games are much more difficult than their 8-bit counterparts in the playability stakes. This is especially noticeable with games such as *Beast 2* which, I believe, is impossible to complete without the aid of a cheat mode. I find this totally unacceptable and pity anyone who shelled out £35 for this game. Obviously, the playtesters did not do the job which they were paid to do. Using a cheat mode, in my opinion, spoils the enjoyment of actually playing the game.

Anyway, enough of my moaning, I have devised some questions which I hope you will be able to answer:

1. Was *Dan Dare* ever released on the Amiga? This was one of my favourite C64 games (if a little easy to complete) and I heard that an Atari ST version was programmed a couple of years ago.

2. Whatever has happened to *UMS 2*? Despite two lots of advertisements — first seen almost a year ago — the product still hasn't hit the shelves! If this title has not been scrapped, do you know when it will be released?

3. I recently purchased *Tracksuit Manager '90* from

AXED EXTRA

Dear Lloyd
I'm having a bit of trouble with *Golden Axe*, I can't seem to get two players on it and I'm very angry as it says that you have to keep your finger on player two's joystick and move it left or right but of course it doesn't work.

Ashley Budworth

● *I assume you have the C64 version, in which case there isn't a two-player mode. To be fair, the game manual doesn't make this clear but didn't you read the ZZAP! review?! Also, just in case anyone missed The Word last issue, early copies of C64* Golden Axe *were wrongly duplicated with level five missing and the inability to select the female barbarian. If you have a faulty copy, you can either exchange it at the shop where you bought it or send it to* Virgin, Customer Service Dept, 16 Portland Road, London W11 4LA.
LM

■ LONDON 081 882 4942 ■ PETERBOROUGH 0733 49696 ■ CHESHUNT 0992 25323

LOGIC

COMMODORE 64 DISCS

CAULDRON II	FIREBIRD	4.99
MUNSTERS	ALTENATIVE	4.99
NAM	MINDSCAPE	7.99
SLOT CAR RACER	MINDSCAPE	4.99
BEYOND THE DARK CASTLE	MINDSCAPE	4.99
INDOOR SOCCER	MINDSCAPE	4.99
FINAL ASSAULT	EPYX	4.99
DIVE BOMBER	EPYX	6.99
SPY V SPY III	EPYX	4.99
SPORTS A RONI	EPYX	4.99
SPORTS NEWS BASEBALL	EPYX	5.99
DEATH SWORD	EPYX	7.99
IMPOSSIBLE MISSION	EPYX	2.99
THE GAMES SUMMER EDITION	EPYX	6.99
4*4 OFF ROAD RACING	EPYX	4.99
STREET SPORTS FOOTBALL	EPYX	4.99
CALIFORNIA GAMES	EPYX	4.99
WORLD GAMES	EPYX	4.99
STREET SPORTS BASEBALL	EPYX	4.99
SPACE STATION OBLIVION	EPYX	7.99
AXE OF RAGE	EPYX	4.99
SUMMER CHALLENGE	MINDSCAPE	4.99
WINTER CHALLENGE	MINDSCAPE	4.99
TRANSFORMERS	MEDIAGENIC	4.99
CHAMPIONCHIP BASEBALL		4.99
LEATHER GODDESSES OF THOBOSS	MEDIAGENIC	4.99
EYE OF HORUS	LOGOTRON	3.99
STARRWAY	LOGOTRON	3.99
FOOTBALL MANAGER ADDICTABALL	ALLIGATA	3.99
FOOTBALL MANAGER 2 CONSTRUCTION KIT	PRISM	8.95
NORTH STAR	GREMLIN	2.99
INTERNATIONAL SOCCER	CBM	4.99
VENOM STRIKES BACK	GREMLIN	2.99
GARY LINEKARS SUPERSKILLS		3.99
STARCROSS	CBM	4.99
SUSPENDED	CBM	4.99
DEADLINE	CBM	4.99
PARADROID	HEWSON	7.99
MURDER OF MIAMI	CRL	4.99
UP PERISCOPE	SUB LOGIC	9.95
RUNNING MAN	GRANDSLAM	4.99
SUPER SCRAMBLE SIMULATOR		4.99
GLIDER PILOT	CRL	4.99
HERCULES SLAYER OF THE DAMEND	GREMLIN	2.99
BAAL	PSYGNOSIS	4.99
EXOLON	HEWSON	2.99
SHIRLY MULDOWNEYS TOP FUEL CHALLENGE	US GOLD	4.99
BLASTEROIDS	IMAGE WORKS	3.99
BALLISTIX	PSYGNOSIS	4.99
NINJA HAMPSTER	CRL	3.99
ARTURA	GREMLIN	4.99
APACHE STRIKE	ACTIVISION	4.99
PAZZAZ	CBM	4.99
SCRAMBLE SPIRITS	GRANDSLAM	5.99
DEJA VU	MIRROR SOFT	6.99
SOKO BAN	SPECTRUM HOL	4.99
MURDER BY THE DOZEN	CBS	7.99
PARRALAX	OCEAN	4.99
INFILTRATOR II	MINDSCAPE	5.99
THE FLINTSTONES	GRANDSLAM	4.99
MS PACMAN		4.99
THUNDER CHOPPER	SUB LOGIC	9.95
UNINVITED	MINDSCAPE	7.99
PACLAND	GRANDSLAM	7.99
TERRYS BIG ADVENTURE	GSLAM	5.99
BLOODWYCH	IMAGE WORKS	6.99
FIGHTING SOCCER	ACTIVISION	4.99
NAVY DEAL	COSMI	7.99
INTRIGUE	MIRRORSOFT	6.99
BATALLION COMMANDER	SSI	6.99
THE THREE STOOGES	MIRRORSOFT	5.99

BOUND STUDIO HOME RECORDING STUDIO	4.95
GEOS INC GEO WRITE GRAPHICS OPERATING SYSTEM WITH WORD PROCESSOR	9.95
SOUND EXPANDER FM SOUND MODULE	9.95
ASSEMBLER DEVELOPER	9.95
PROGRAMMERS UTILITIES	9.95
LOGO	9.95
PROGRAMMERS TOOL BOX	4.95
INTRO TO BASIC PART 2	4.95
PACK OF AGES INTERNATIONAL KARATE, BOULDERDASH, WHO DARES WINS, NEXUS,	4.99

BEST OF ELITE BOMB JACK, FRANK BRUNOS BOXING, SPACE HARRIER, AIRWOLF.	4.99
POWER HOUSE FIGHT NIGHT, OSMIUM.	2.99
GOLDEN OLDIES BIATHLON, MOONSWEEPER, LAWN TENNIS, SPACE GALLERY, SLALOM, INTRUDER, SQUASH, KO BOXING ETC ETC ETC ETC	6.99
KICK BUT BLAM FIST, RAMBO, UCHI MATA, BOP N WRESTLE	4.99
PERSONAL MONEY MANAGER	9.95

JET — £11.95

BY SUBLOGIC. FLY AN F16 FIGHTING FALCON THE MOST ADVANCED TACTICAL FIGHTER IN THE WORLD, OR PUT YOURSELF AT THE CONTROLS OF A CARRIER BASED F18 HORNET THE US NAVYS MULTI ROLE FIGHTER.

TRACK AND FIELD — £9.95

THE CLASSIC SPORTS ARCADE GAME BY ATARI SOFT INCLUDING A FREE ARCADE STYLE CONTROL PAD.

SWIFT SPREADSHEET — £9.95

THE MOST POWERFULL SPREADSHEET PROGRAM AVAILABLE ON THE COMMODORE 64, WITH POP UP MENU CONTROL, CELL MATRIX FROM A1 TO Z254 OR LARGER ON C128.

SUB BATTLE SIMULATOR — £9.95

THIS IS YOUR CHANCE TO EMBARK ON WHAT IS UNQUESTIONABLY THE MOSTDETAILED, REALISTIC, ALL ENCOMPASSING WAR SIMULATION EVER CREATED.

STEALTH MISSION — £14.95

STEALTH MISSION PUTS YOU IN THE PILOTS SEAT OF THREE DIFFERENT JETS THE F19, X29, OR NAVY TOMCAT, NEW 3D ANIMATION TECHNIQUES PROVIDE DRAMATICALLY FASTER FRAME RATES FOR ALL COCKPIT WINDOW VIEWS. INCLUDES COMPLETE VOR, ILS, ADF, AND DME AVIONICS FORCROSS COUNTRY NAVIGATION. COMPATIBLE WITH SUBLOGIC SCENARY DISCS.

WHERE TO BUY *either at:*

19 THE BROADWAY
THE BOURNE
SOUTHGATE
LONDON
N14 6PH

5 LYNTON PARADE
CHESHUNT
HERTS
EN8 8LF

MAIL ORDER TO:
5 LYNTON PARADE
CHESHUNT
HERTS EN8 8LF
TEL: 0992 640050

34 BAKER ST,
LONDON
WI
TEL: 071 935 2539

POSTAGE & PACKING: 1-3 ITEMS 75P, 4 OR MORE £1.00

Goliath Games and when my copy arrived, the screens flickered wildly. This made the game totally unplayable so I sent it back to the manufacturers. My replacement, when it arrived, contained a brief note saying this flicker is dispelled by pressing the F9 key. I hope this stops other people from sending this game back when there is really no need! Do any other Goliath titles (such as the newly released *Subbuteo*) suffer from this problem if so, why?
4. Please could you publish another Gamesplayers Bible like the one you did several months ago? Many good games have been released since then.
S N Hardy, Wales, Sheffield

● Yes, Beast 2's difficulty level was thought much too high by all. Mind you, even with the cheat mode, the game was still quite difficult! It'll be interesting to see what Psygnosis do with the CDTV version (if CDTV ever arrives).
1. Dan Dare III was released on Amiga, but we're not aware of any of previous games being converted.
2. Robin reckons it should be out soon.
3. Very strange. We haven't seen any other Goliath titles with the same problem.
4. There may be one soon — Phil has slavishly updated the previous games bible and compiled an adventure/RPG/strategy index as well!
LM

CLEVER DISK

Dear Lloyd
Help me please.
In the Issue 69 letter 'Hard or Floppy' you said that all C64 disks are 5 1/4" — this is not true, talk to Commodore. I have a 1581 disk drive and it takes 3 1/2" disks and works well on my C64. Are there any games for the C64 on 3 1/2": if so, tell me who makes them.
Ian Pilborough, Lightwater, Surrey.

● 'Commodore discontinued their little-known 31/2" experiment 18 months ago.'
LM

IT'S A SCA-NCH!

Dear Lloyd,
On 22nd Dec 1990, I bought for my C64 the so-called tough sequel to *Chase HQ*. After about seven or eight goes during that day I completed it. In Issue 68 everyone who reviewed the game said that it was very tough and would require a heck of a lot of practice to complete it.
Also in Issue 66, page 32, column 2 lines 22-27. Probe software said there was a tough sixth level, where you are up against a tough time limit and can afford to crash only once — where have the other cars gone on this level? The colours on this level were disgusting, brown and red stripes for the road. And what about the game completion sequence?: a farty explosion and a demented Jennifer running across the screen.
All I can say is unless you want an expensive quick thrill or have the driving abilities of Sammy the sausage, don't buy this game. Don't get me wrong, the game is good — especially level five — but it is a little easy to complete.
Nicky Lewis, Worcester

● Well the reviewers didn't find the game at all easy and still think it's a tough challenge. Unfortunately if you cheat by using the autofire then much of the challenge of manoeuvring and shooting is lost. When the reviewers went up to review the game they didn't get to try out the autofire, which is a pity, but for most people if you don't use the autofire SCI should provide plenty of challenge. As for the sixth level, it's not meant to have any other cars — it didn't in the coin-op.
LM

MISSING MONEY

Dear Lloyd,
ZZAP! 64 — no. 67 November 1990 issue, — Pig in a Poke-pages 62-64 for *Treasure Island Dizzy* — great map and tips by Simon Yarde of Worthing — one fault please, please, please — there are only 27 gold coins on the maps shown (I've counted them over and over again), and I have to have thirty gold coins before I leave the islands on the boat!
PLEASE HELP ME before I go completely mad.
Simon Wills, Mid Glam.

● Robin forgot to count them! Now he doesn't know where the extra coins are. Sorry. You could try phoning the Code Masters Treasure Island Dizzy helpline on 0898 555 091 (costing 33p/44p per minute).
LM

GRATING PROBLEM

Dear Lloyd
After playing your Megatape 11 with the game 'Mini Zork' on it I noticed what I think is a bug, or have I just died? Let me explain, as I'm getting rather hot and bothered about it.
Step 1: Went north to the back of the house.
Step 2: Then took narrow forest path, which is north again.
Step 3: Found myself in front of a big tree and a pile of leaves.
Step 4: Took leaves off ground.
Step 5: A grating is revealed, which then says 'Taken.'
Step 6: I commanded it to 'open grating.' Then it goes and says, 'Internal error 04. End of session.'
Well I stared at it for a moment, waiting for it to do something, I waited another moment. Until I had had enough and started pressing all the keys, hoping that something might stir. Without success, I add. So please do something quickly as I'm getting a trifle bored with staring at this grey screen.
Sir Jeffrey (MP)

● Surprise, surprise, it's a small bug in the program. To avoid it, simply don't open the grating!
LM

MORE UGLY FACES, PLEASE!

Dear Lloyd
Afta much fought I ave decydead too rite this letta two ya. I betta get owt tha dikshonairy. Now that's better, isn't it?
As I live in the good old land of Oz (for you lesser-minded people, that is short for Australia) I receive ZZAP! two months after it has been released in England. So by the time my letter arrives, for all I know, the Phil King Haters Club could have bulldozed ZZAP! Towers with a Leyland P76 (onya fellas).
I realise that it takes around a month to ship ZZAP! out here, so to make up for this delay couldn't you have a ZZAP! Zzuperstore in Australia. You already have one in the US and Canada so why don't you have one Down Under. It only seems fair as we beat you at cricket, rugby, squash, tennis and most importantly that riveting game, lawn bowls.
Or if you don't see it as being a profitable venture why not supply an already established firm with products from the Zzuperstore available through them? Now if you don't mind, I want to ask you some questions.
1. Could you please put a price in Australian dollars on the front of your magazine as each month the price of ZZAP! goes up and down and up and down.
2. On your Zzuperstore order form it says that overseas orders must add £2 per item. Does that mean if I want to buy a back issue I pay £1.95 + £2. Also do the 'buy four knock 40p of the total price', 'buy five knock 20p of each one' bonuses apply?
3. I had not bought ZZAP! since Issue 46 when I bought no. 66. The three main reasons I bought 66 were: (a) to look at the Classifieds, (b) to see the fascinating adventure section and (c) to see what new and ugly people have paid ZZAP! to get their ugly faces in its pages. To my shock and bitter dismay (whatever that means) there was no adventure section and no classifieds. Why not? Unfortunately there were

ZZAP! RRAP!

some ugly faces.
4. Speaking of faces, do you have one?
5. Speaking again of faces, don't you think it would be a good idea in say, Issue 100, to show the repulsive faces of all the ZZAP! reviewers since the beginning? Perhaps you could make this page with a vinyl coating and stick a texter (? — Ed) on the front cover so we could beautify these faces.
6. What type of car do you drive?
7. How about profile pages of all the new reviewers as seen in Issue 44?
8. Did you know your girlfriend is having an affair with the Scorelord? Please do NOT confront the rusty bunch of circuits over this as he is likely to slay you with his light sabre.
9. Has Stu recently had a facelift or is he naturally ugly?
10. Does Wozza wear a wig or is that a dead black rabbit that is always on his head?
Rodney Magazinovic, Australia.
PS. I send three slobbery kisses to Lady Thatcher.
PPS. Sorry about the state of the paper. It was all I could afford after forking out $6.50 for Issue 66.

● ***We don't have a Zzuperstore in North America, just a subscriptions/back issues department. As for sports, we 'athletic' Poms nearly always beat you at darts and snooker! And what about soccer, has Australia ever even qualified for the World Cup?***
1. The price in Australia is set by our distributor there; hence no cover price.
2. No, back issues cost an extra 80p for overseas readers. The old 'buy four/five' discounts don't apply any more.
3. The Think Tank is a combined adventure/RPG/strategy section. Classifieds were discontinued to aid ELSPA and FAST's fight against piracy. Sorry about the ugly faces.
4. I don't know. Every time I try to look in the mirror, it breaks.
5. Are you a masochist?
6. A Ferrari F40! Only kidding, I don't drive any more. I turned green after my car smashed into a lorry load of grass cuttings.
7. My God, you are a masochist!
8. Blimey, I didn't even know I had a girlfriend!
9. His good looks are entirely natural.
10. It was a dead black rabbit. Now Wozza's left ZZAP! it's turned purple!
LM



DROP IN THE OCEAN?

Dear Lloyd
I have got a few questions I want answered.
1. In Zzuperstore you say that you can buy any software currently available. Does this mean I would be able to buy software that's over a year old such as *Power Drift* and *Myth*?
2. Is *Chase HQ 2* better than *Turbo Out Run* and is *Chase 2* worth £20?
3. What's happened to Ocean this year. Is the best ever software house going downhill?
Please print this because:
a) I'll never be able to use Zzuperstore if you don't,
b) It won't take up much room,
c) It will make a change from the normal letters that are all moaning.
R Stewart girl reader, East Barnet, Herts.

● ***1. Yes, but with older games it's best to ring first to check if they're available (the two you mentioned definitely are).***
2. It's faster than Turbo and well worth the money, but don't use autofire!
3. What about SCI, RoboCop 2 and NARC?!
LM



TOP OF THE SOFTS 2

Dear Lloyd
Remember me? Of course you do! I was that obnoxious person who sent you a C64 software house popularity chart last year. You know, where I did a top twenty to discover what software house was most popular with the ZZAP! crew. Well I'm back and for the same reason. I'll just recap on how the chart is compiled:
Quite simply (basically) each house's overall mark is added up to produce a score. The house with the highest score wins. If you can't grasp that, then your name must be Lloyd Mangram! (No, not you Lloyd, it's another Lloyd Mangram I know). The budgets have their own separate top five, and this is because they have a tendency to re-release stuff more than releasing original material, and it's not fair for the other software houses if they were included in the main chart. I also managed to do an Amiga chart this year! So, here they are, the ZZAP! crew's favourite houses from January to December 1990.

AMIGA CHART

US Gold	(1218 points)
Ocean	(1114 points)
Activision	(775 points)
Domark	(709 points)
Mirrorsoft	(411 points)
Infogrames	(408 points)
Virgin	(337 points)
Empire	(330 points)
MicroProse	(326 points)
Rainbow Arts	(257 points)

C64 BUDGET FIVE

Hit Squad	(1537 points)
Encore	(828 points)
Code Masters	(746 points)
Kixx	(641 points)
Players	(224 points)

Before I start the main chart, I should actually say that it has been cut down to a top fifteen. This is due to a general lack of consistency along the software houses. To put it bluntly, positions 16-20 would have been full of crap, a bit like Saddam, The Beast of Baghdad.

And there we have it. I suggest that software houses start bucking their ideas up when it comes to the dear old 64, or I'll send Sonia round to have a chat with them about things of complete irrelevance and, if things get really bad, sing.
Arthur Pewty, Benfleet, Essex.
PS. Never forget: some people like pot plants, so don't blow up the gardening section of your local Woolworth's — they might take offence.
PPS. That hair was put in your head for a REASON, Lloyd — don't tear it out, there's a good boy.

● ***I know what'll happen now, someone will write in saying that your charts aren't fair. So I'll do it instead: it isn't fair to add up all the game ratings as the biggest software houses always win, regardless of quality because they release most games. How about dividing the number of points by the number of games released, although then people would say an obscure software house which only released one Sizzling game had got too many points. Ah well, if we have both charts I think it should cover it all. How about it someone?***
LM

C64 TOP 15

THIS YEAR	LAST YEAR	HOUSE	POINTS
1	8	Activision	894
2	2	US Gold	714
3	1	Ocean	660
4	10	Domark	632
5	19	Virgin	481
6	—	Thalamus	353
7	7	Gremlin	280
8	3	Electronic Arts	236
9	—	Mindscape	217
10	—	Hewson	209
11	—	Ubi Soft	194
12	—	Accolade	185
13	—	Rainbow Arts	179
14	17	System 3	173
15	—	Logotron	155

Later in the day the heavens will open and cats and dogs and frogs and small furry things with seven legs that say 'neep' will fall over much of the country with huge gigantic tornadoes sweeping in from the North Sea, the English Channel and Atlantic. So if you're going out tomorrow, remember to take an umbrella.
Have a nice day and keep sending those letters to *Newsfield, Lloyd McCaskill, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW.*

≈ FOOTBALL CHAMPIONS ≈

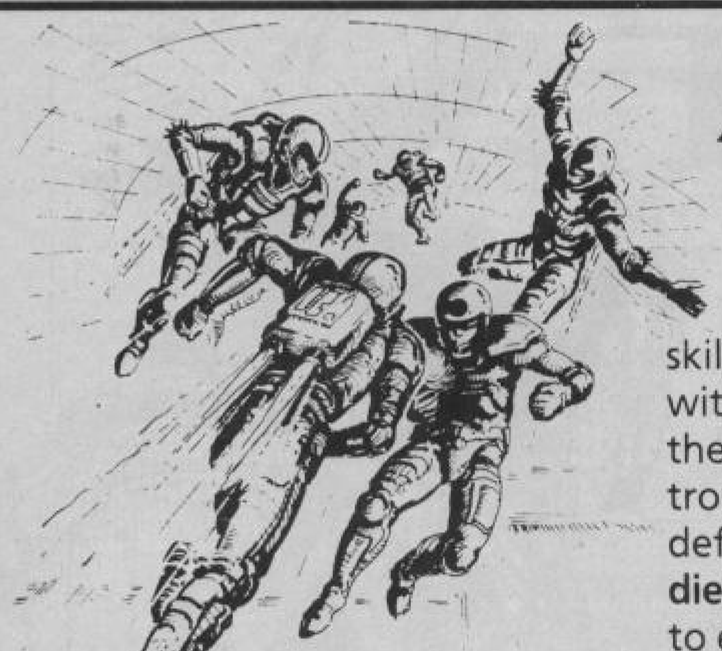


Sick of complaining about the Manager? Think you could do better? Then here's your chance – Football Champions is a totally interactive League Management Game.

You control the team, pick your players, buy and sell players, give them team talks at half time, and call them in for training. **When that final whistle blows, if you're not happy you'll only have yourself to blame!!**

You play the part of 1st Team Manager, Youth Team Manager and Coach. Other features include: • Full transfer list • Player profiles, ability and personality • Injuries and sending offs • Send out Scouts to look at other players • Move players from squad to squad • Pre-match and half-time pep talks • Full Training • Match Reports • League Newsletter each week with transfer news • League Tables • Messages from other players • Minimum of two matches per week and could be as many as four • Very straight forward orders.

• FORTNIGHTLY TURNS • £2.00 PER TURN



JETBALL

"The most exciting new game for centuries" *Galactic Gazette*

"Fast, furious and frantic" *Planetary Times*

Just two quotes about Jetball, a futuristic game of skill and tactics played on the ground and in the air, with vast rewards for successful managers. You control the team, including coaches, doctors and troubleshooters. You decide the tactics, offence and defence and most important aggression, people have **died** playing Jetball! If you're good you are guaranteed to end up wealthy, the eight Jetball managers are amongst the Galaxy's 20 wealthiest people.

• FORTNIGHTLY TURNS • £1.50 PER TURN

G·B·M

For quality Play by Mail Games

Games by Mail

5 Town Lane, Little Neston, South Wirral, L64 4DE.
Telephone: 051-336 1412 · Fax: 051-336 8156

TICK START-UP REQUIRED

☐ FOOTBALL CHALLENGE

☐ JETBALL

START-UP AND FIRST TWO TURNS FREE!!

NAME ____________________

ADDRESS ____________________

____

Games by Mail
5 Town Lane, Little Neston, South Wirral, L64 4DE. **ZF1**

SCORELORD



Greetings earthlings. I'm remaining in orbit while the police clear my name concerning the Ed's attempted murder — I didn't do it, honest! I picked up some quite interestng news on my personal telecommunications satellite the other day. Apparently the earliest known fossils of primitive land animals have been found in Ludlow. Just think, it's taken 414 million years for them to 'evolve' into the ZZAP! team!

Before I beam up my daily consignment of bleach I'll say hello to a few earthly folks: Zoe Stratton, Michael (German Dictionary) Hardy and any Merseyside fans of Nick, Edd 'n' Mik. Keep sending those scores to: *Newsfield, 500 Miles Up Scorelord, ZZAP!, Ludlow, Shropshire SY8 1JW.*

4TH DIMENSION (Hewson)

Cyberdyne Warrior
88.410 Andrew Layden, East Kilbride, Scotland
66.050 Alex Duke, Hemel Hempstead, Herts
49.555 Matt Crook, Darwen, Lancs

Head The Ball
78.570 Andrew Layden, East Kilbride, Scotland
59.030 Matthew 'Mole' Allen, West Ewell, Surrey
55.130 Johnny Alpha, Glasgow

Mission Impossibubble
221.000 Matt Crook, Darwen, Lancs
186.500 Andrew Layden, East Kilbride, Scotland
142.500 Johnny Alpha, Glasgow

Insects In Space
224.490 Rob H. Stalag ZZAP!
89.310 Johnny Alpha, Glasgow
46.590 Marcos Moret, Whetstone, London

APB (Tengen/Domark)
75.890 (Day 18) Len Logg, Warley, W Mids
56.570 (Day 16) John 'G.O.D.' Carter, Welwyn Garden City

(Amiga)
107.670 (Day 16) Mark Wisniewski, Birkby, W Yorks
92.450 (Day 20) Ian 'Stoat' Perryman, Plymouth, Devon
76.540 (Day 17) Steven Packer, Chelmsford, Essex

BATMAN: THE MOVIE (Ocean)
1.580.120 Kari Green, Acklam, Cleveland
1.522.590 Paul Corner, Southen-On-Sea, Essex
1.479.500 Paul Berry 'the cool dude', Rochdale

(Amiga)
769.400 Chris (Megablaster), Rijswijk, Holland
624.342 Ian Perryman, Plymouth, Devon
615.570 (Completed) Craig and Jason

BATTLE SQUADRON (Electronic Zoo) (Amiga)
5.435.125 (Completed) Paul Day, Hartwood Park, Lancs
2.966.150 Steve Packer, Chelmsford, Essex
2.645.645 Ian 'Stoat' Perryman, Plymouth, Devon

BLOOD MONEY (Psygnosis)
255.550 (Completed) Euan Walters, Whinmoor, W Yorks
219.200 (Level 4) Mark Leigh, Middleton, Manchester
141.900 Matt Crook, Darwen, Lancs

(Amiga)
351.150 Ian Perryman, Plymouth, Devon
349.880 Chris (Megablaster), Rijswijk, Holland
340.000 (Completed — Again!) C Hall, Houghton-le-Spring, Tyne and Wear

CABAL (Ocean)
246.263 (Completed) Dale Richards, Aberdare, Mid Glamorgan
231.192 (Completed) Medi, Oldham
228.934 (Completed) Gerald Richards, Aberdare, Mid Glamorgan

(Amiga)
1.165.895 (Completed) Ian Perryman, Plymouth, Devon

CASTLE MASTER (Incentive/Domark)
8.412.500 (Completed) Andrew Irvin, Darlington
8.367.500 (Completed) Graham Cole, Tadley, Hants
8.201.250 (Completed) Kev 'Magister' Bowley, Barnsley, S Yorks

CRACKDOWN (US Gold)
601.350 Matthew 'Mole' Allen, West Ewell, Surrey

(Amiga)
809.750 Ian Perryman, Plymouth, Devon

E-MOTION (US Gold) (Amiga)
Completed (156.400) Steve Packer, Chelmsford, Essex
Completed (140.250) Rob Sadler, Halesowen, W Mids
Level 37 (127.650) Lucifer, Deal, Kent

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (Domark/Tengen) (Amiga)
264.400 Ian Perryman, Plymouth, Devon

FLIMBO'S QUEST (System 3)
61.790 (Level 6) Brad 'Mav' Kerr, Birkenhead, Merseyside

(Amiga)
55.025 (Level 5) Steve Packer, Chelmsford, Essex

FLOOD (Electronic Arts) (Amiga)
10.293 Ian Perryman, Plymouth, Devon
8.690 Steve Packer, Chelmsford, Essex
1.202 Daniel Besser, Bletchley, Bucks

GHOULS 'N' GHOSTS (US Gold)
4.364.900 Nathan Rees, Cyncoed, Cardiff
4.171.800 (Completed) Simon Hudson, Hillingdon, Middx
4.125.100 (Completed) Rab Paul, East Kilbride, Scotland

HARD DRIVIN' (Tengen/Domark) (Amiga)
70.576 (Time — 1.37.99) Andrew Rowley, Billericay, Essex
45.645 (1.46.64) Ian Perryman, Plymouth, Devon
41.445 (1.49.58) Stu Lindsell, Brentwood, Essex

INTERNATIONAL 3D TENNIS (Palace)
$105.630 Dave Stewart, Corsham, Wilts

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin) (Amiga)
$1.460.000 Phil King, ZZAP! Treadmill

JUMPING JACK SON (Infogrames) (Amiga)
37.400 Daniel Ormsby, Blackpool, Lancs
28.750 Steve Packer, Chelmsford, Essex

KLAX (Tengen/Domark)
2.116.100 (Wave 53) Richard Bentley, Haworth, W Yorks
1.020.560 Paul Ashby, Dartford, Kent
340.035 Marc 'Axion' Knoll, Bromsgrove

(Amiga)
2.109.500 Rob Sadler, Halesowen, W Mids
1.396.305 Darren McCartney, Greenock, Scotland
1.290.475 Michael Rowe, Kelsale, Suffolk

KWIK SNAX (Code Masters)
466.450 Phil King, ZZAP! Treadmill

MIDNIGHT RESISTANCE (Ocean) (Amiga)
120.930 (Completed) Steve Packer, Chelmsford, Essex

MYTH (System 3)
216.906 Steven King, Kendal, Cumbria
124.200 Cool Crudgy, East Kilbride, Scotland
83.651 (Completed) Guy Clark, Lower Bramington, Stockport

NINJA SPIRIT (Activision)
249.400 Simon 'Oik' Blencowe, Banbury, Oxon
204.250 (Level 4) Tristan Thom, West Lothian, Scotland

NINJA WARRIORS (Virgin)
220.270 (Completed) Brad 'Mav' Kerr, Birkenhead, Merseyside
204.880 (Completed) Marcos 'The Muke' Simpson, Northwood, Middx
203.540 (Completed) Edward Fletcher, Ashton-Under-Lyme, Manchester

(Amiga)
340.700 (Completed) Julian Smith, Sheffield
210.050 Jimmy Gustafsson, Sweden
181.800 Neil Robinson, Rothwell, W Yorks

OPERATION THUNDERBOLT (Ocean) (Amiga)
4.095.120 (Completed) Alan Mitchell, Radcliffe, Manchester
3.645.620 (Completed) Ian Perryman, Plymouth, Devon
2.965.712 Jamie Scott Williams, Urmstone, Manchester

P-47 FREEDOM FIGHTER (Firebird) (Amiga)
1.328.000 Steven Delory, Hailsham, E Sussex
799.800 Peter 'Yeager' Andersen, Denmark
452.262 Ian Perryman, Plymouth, Devon

PANG (Ocean) (Amiga)
1.115.600 (Level 41) Phil, ZZAP!
1.073.100 (Level 45) Stuart, ZZAP!

PIPE MANIA (Empire)
3.074.850 Mike '26 Crossovers' Vine, Dagenham, Essex
390.070 (Level 32) Richard Bentley, Haworth, W Yorks
345.150 (Level 31) David Bentley, Haworth, W Yorks

(Amiga)
229.650 Jimmy Gustafsson, Sweden
207.550 (Level 27) Lucas Statham, Daylesford, Australia
154.300 Rob Sadler, Halesowen, W Mids

PLOTTING (Ocean) (Amiga)
59.900 Phil King, ZZAP! Treadmill
39.000 Stuart Wynne, ZZAP! Treadmill

POWER DRIFT (Activision)
902.340 P Ario, Douglas, Isle Of Man
892.360 Kev 'Carve 'em up' Charlesworth, Hailsham
886.420 David O Shaughnessy, Broad Oak, E Sussex

(Amiga)
1.972.382 'Andy's Mum', Seaford, Essex
1.969.393 Steve 'St Ivel' Gee, Wakefield, W Yorks
1.943.628 Philip Sutcliffe, Nottingham

RAINBOW ISLANDS (Ocean)
6.771.130 (Completed) John Hicks, Ely, Cardiff
5.000.000 (Completed) Mark 'Bubby' Wylie, Kinlochleven, Argyll
4.108.590 (Completed) David 'Gib' Caulton, Newhall, Staffs

(Amiga)
5.494.030 James Ryan, Kilmacthomas, Eire
4.799.600 Simon Jacobs, Anonyville
3.829.510 (Completed) Ian Perryman, Plymouth, Devon

RETROGRADE (Thalamus)
3.185.675 (Completed) Simon Hudson, Hillingdon, Middx
2.040.125 Rory 'Retrograde' Stamp, Barngarth, Cumbria
1.887.240 (Completed) Paul Grogan, Radcliffe, Manchester

RICK DANGEROUS (Firebird)
317.400 (Completed) Chris (Megablaster), Rijswijk, Holland
311.190 Simon Philips, Greenfield, Beds
258.200 Simon Stapleton, Fermoy, Eire

(Amiga)
744.550 (Completed) Casey Gallacher, Reading
564.250 Ian 'Stoat' Perryman, Plymouth, Devon
272.150 Darren McCartney, Greenock, Scotland

R-TYPE (Electric Dreams) (Amiga)
305.000 (Completed) Lee Ellershaw, Blackpool, Lancs
260.800 Glenn Paterson, Plymouth, Devon
259.900 (Completed) Andrew Rowley, Billericay, Essex

SHADOW WARRIORS (Ocean)
391.200 (Completed) Paul Gregory, Wesham, Lancs
160.300 (Level 3) John Porter, Letchworth, herts

(Amiga)
110.611 Sean (Pig) Tagg, Anonyville
32.400 David Topping, Ramsbottom, Lancs
13.200 Ian Perryman, Plymouth, Devon

SILKWORM (Virgin)
2.119.600 (Completed) Matthew Alder, Chesterfield, Derbyshire
2.113.000 Stephen Bridgeon, Newall Green, Manchester
1.658.200 Geoff Holgate, Dalton, Australia

(Amiga)
2.543.000 Andrew Maunder, Marple, Cheshire
2.041.300 (Completed) Steve 'Rad' Adkins, Munster, W Germany
1.597.700 S Wilson, Winterton, South Humberside

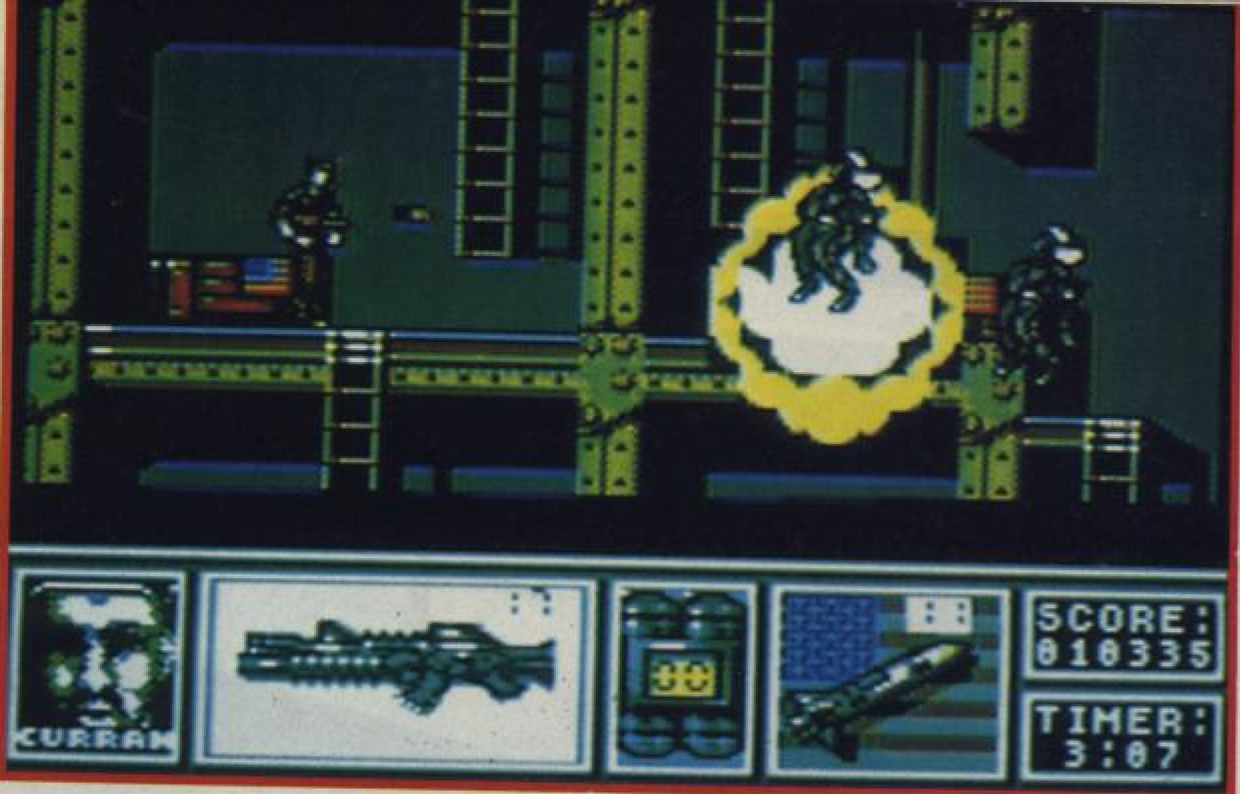
TURRICAN (Rainbow Arts)
2.398.890 (Completed) Patrick Oliver, Moseley, Birmingham
2.375.010 Dave Kerrigan, Aintree, Liverpool
1.854.250 Kev Branch, Bromborough, Wirral

(Amiga)
2.045.300 (Completed) Ian Roberts, St Albans, Herts
1.788.200 (Completed) Ian Perryman, Plymouth, Devon
1.747.250 (Completed) Steve Packer, Chelmsford, Essex

THE UNTOUCHABLES (Ocean)
396.410 (Completed) Gerald Richards, Aberdare, Mid Glamorgan
303.730 (Completed) Dale Richards, Aberdare, Mid Glamorgan
243.790 Mark Steel, Rotherham

VENDETTA (System 3)
41.21 (Time left) John de Vugt, Roosendaal, Holland
37.16 Lee Knowles, Halifax, W Yorks
36.47 Paul (PAL) Hills, Belfast

VENUS THE FLYTRAP (Gremlin) (Amiga)
342.221 Phil King, ZZAP! Treadmill





win an ultra-advanced cd player!!

• Ocean's hi-tech *Navy SEALs!*

As the US military displays its 21st century technology in the Gulf, desperately searching for those Scud missiles, Ocean's latest movie licence becomes even more topical. A Sizzler in Issue 69 (93%), this superb cartridge-only game is finally ready to hit the shelves in a co-ordinated attack with the movie and Amiga conversion. The story is that some sophisticated missiles have been obtained by terrorists who plan to use them against civilian airliners. A group of elite US commandos, the Navy SEALs, are sent into the terrorists' Beirut stronghold to blow-up the missile stocks. There's plenty of guards about though, and since this realistic shoot-'em-up gives each SEAL just one life — with a single bullet being lethal — the four-man team have a tough task ahead of them...

Advanced electronics aren't limited to Stealth fighters and anti-aircraft missiles though: for some ultra-smart miniaturized electronics you need only look in the high street. The latest example of electronics wizardry (apart from C64 carts!) is Bitstream technology, which is claimed to revolutionize super-clear CD sound by making it more 'natural'. Amazingly Sony have already crammed their version of Bitstream into a sleek new Discman CD player, the D-99, which just a couple of months ago won the 'What Hi-Fi' award for the best CD portable of 1990. Coming in stylish Stealth matt black the D-99 features Megabass, Shuffle Play and comes complete with headphones, remote control and a mains adaptor. Ocean have one of these for our lucky winner, with fifteen copies of the game for runners-up prizes (please state Amiga or C64).

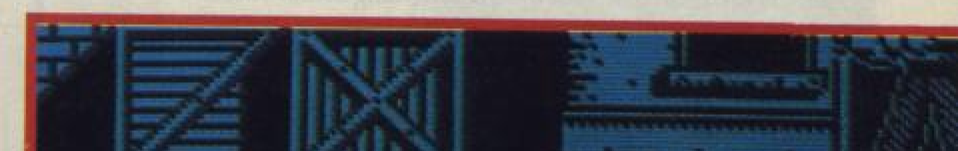
To enter the competition simply ring this number...

0898 555085

(Calls charged at 33p per min off-peak, 44p per min standard/peak)

...and listen to the three easy questions. Write your answers (plus which machine you own!) on the back of a postcard (or sealed envelope) and send it to *Newsfield, HI-TECH OCEAN COMP, ZZAP!, Ludlow, Shropshire SY8 1JW.*

Usual competition rules apply and entries must reach us by March 28th, at the latest.



DATEL ELECTRONICS



SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs to load.
- Works with most applications.

ONLY £29.99

NEW VALUE PACK



COMMODORE 1541 MKII DISK DRIVE FOR 64/128

The 1541 Mk II is a superb quality Disk Drive specially designed for the Commodore 64/128.

JUST LOOK AT THESE FEATURES...

- Slimline design - an extremely compact unit.
- ExternalPower Pack so no overheating problems (unlike some other types).
- Direct drive motor for super quiet operation and extra long life.
- Plus fabulous collection of Disk Software - see below for details!!
- Comes complete with manuals, connecting leads, etc., etc.

TOTAL PACKAGE INCLUDING TRIVIAL PURSUIT, SNARE, CONFUZION, SPLIT PERSONALITIES, SECRET AGENT, NIGHTBREED, SHADOW WARRIORS, MIDNIGHT RESTISTANCE DISK SOFTWARE

ONLY £149.99

ADD £5 IF NEXT DAY COURIER IS REQUIRED



DIGITAL SOUND SAMPLER

NOW WITH *FREE* COM-DRUM DIGITAL DRUM SYSTEM



- This ***NEW*** Sampler allows you to record any sound digitally into memory & then replay it with some astounding sound effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module for outstanding effects.
- Full 8bit D to A & ADC conversion.
- MIDI compatible with suitable interface (Datel Unit £39.99, see ad.).
- Live effects menu includes realtime display of waveforms.
- Line in/mic in/line out/feedback controls.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).
- Now you can turn your Digital Sound Sampler into a Digital Drum System with your ***FREE*** Com-Drum.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real and step time.
- Full editing. Menu driven. Load/Save facilities.
- Output to Hi-Fi or through TV speaker.

STILL ONLY £49.99

COMPLETE WITH FREE COM-DRUM DIGITAL DRUM SYSTEM

DATA RECORDER



- Quality Commodore compatible Data Recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Comes complete - no more to buy!
- Send now for quick delivery.

ONLY £24.99

UNBEATABLE MIDI PACKAGE!!



DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM ONLY £39.99

AVAILABLE ON DISK ONLY



FREE MIDI CABLES

- **The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the TOTAL MIDI SOLUTION!!**
- KEYBOARD MODULE... allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.
- EDITOR MODULE... just like a word processor for music.
- MIDI MODULE... this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument can be connected to your 64.
- HUGE RANGE OF FEATURES... too numerous to list. Advanced Music System has literally hundreds of commands and features - we have only outlined some of the main headings - this is a truly professional package.

WIN A TELETEXT TELEVISION!

Code Masters have dominated the Gallup software charts for the last two years. More importantly, they bought us all drinks at the Newsfield Christmas party! But you don't have to be tipsy to enjoy some of Code Masters' great games. And now you can get eight of their best releases on one superb compilation. Aptly titled *Mega Hot*, the pack includes *ATV Simulator, Advanced Pinball Simulator, BMX Simulator, Pro Tennis Simulator, International Rugby Simulator, MiG-29 Soviet Fighter, Fruit Machine Simulator* and *Grand Prix Simulator*. Yes folks, it's hot enough to fry an egg on — eight classics for under a tenner.

Just as hot is the first prize in this mega hot comp. It's a brilliant Sony portable TV with teletext. You can watch all your favourite TV proggies on it, or catch up with the latest news and sports results etc. Alternatively you can plug your computer into it to properly appreciate all those mind-blowing Code Masters graphics. They're so hot they'll give you a suntan watching them, so for 10 runners-up we have mega-trendy Code Masters T-shirts.

To enter, all you have to do is tell us which of the *Mega Hot* games is the odd one out, and why.

Stick your answer on the back of a postcard (or sealed envelope) and send it to *Newsfield, MEGA HOT COMP, ZZAP!, Ludlow, Shropshire SY8 1JW*. Usual competition rules apply and entries must reach us by March 28th at the latest.



SOFTWARE CITY

Unit 4, B.D.C, 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

MasterCard | Access | Call us on: 24 Hour Credit Card Hotline 0902 25304 | AMERICAN EXPRESS | VISA

MAIL ORDER ONLY

CBM 64 FULL PRICE

	CASS'	DISC
After the War (Cartridge)	21.99	21.99
Amazing Spiderman	7.50	10.99
Astro Marine Corps (Cartridge)	21.99	21.99
Atomic Robokid	6.99	9.99
B.A.T. NEW	N/A	13.99
Back To The Future 2	7.50	9.99
Batman The Movie (Cartridge)	17.99	17.99
Badlands (Cartridge Only)	17.99	17.99
Buck Rogers	N/A	16.99
Castle Master	6.99	9.99
Chase H.Q. 2 (Cartridge)	17.99	17.99
Creatures NEW	6.99	9.99
Cricket Captain (D&H)	6.99	N/A
Cricket Master	6.99	N/A
Curse Of Azure Bonds	N/A	16.99
Daily Double Horse Racing	6.99	9.99
Days Of Thunder	6.99	9.99
Dick Tracy	7.50	9.99
Dragon Breed NEW	6.99	9.99
Dragon Strike NEW	N/A	16.99
Dragon Wars	N/A	11.99
Dragon's of Flame	7.50	9.99
E.S.W.A.T. NEW	7.50	11.99
Ed The Duck NEW	6.99	9.99
Emlyn Hughes Soccer	6.99	9.99
F-16 Combat	9.99	13.99
Football Manager 2 + Exp Kit	6.99	9.99
Fun School 3 (U.5)	8.99	11.99
Fun School 3 (5-7)	8.99	11.99
Gazza 2	7.50	9.99
Golden Axe	7.50	9.99
Jack Nicklaus Golf	6.99	11.99
Jack Nicklaus Courses Vol 1	N/A	6.50
Jack Nicklaus Champ.Courses	N/A	8.99
Jack Nicklaus Int.courses	N/A	6.50

	CASS'	DISC
Kick Off 2	6.99	9.99
Line Of Fire NEW	7.50	11.99
Lord's of Chaos	6.99	N/A
Lotus Esprit Turbo Challenge	7.50	9.99
Man UTD	6.99	9.99
Midnight Resistance	6.99	9.99
Monty Python	6.99	9.99
Multi Player Soccer Manager	6.99	N/A
Narc NEW	7.50	10.99
The National	6.99	N/A
New Zealand Story	6.99	9.99
Ninja REmix	6.99	9.99
Operation Thunderbolt	6.99	9.99
Puzznik	7.50	10.99
Rainbow Island	6.99	9.99
Red Storm Rising	9.99	13.99
Rick Dangerous 1 or 2	6.99	9.99
RoboCop 2 (Cartridge Only)	13.99	13.99
Scrabble, Monopoly & Cluedo	13.99	N/A
Shadow Of The Beast (Cartridge)	17.99	17.99
Shadow Warriors	6.99	9.99
Sim City	N/A	13.99
The Spy Who Loved Me	6.99	9.99
Stealth Fighter	9.99	13.99
Subbuteo	6.99	9.99
Summer Camp NEW	6.99	9.99
Super Off Road Racer NEW	7.50	9.99
Teenage Mutant Hero Turtles	8.99	11.99
Treble Champions	6.99	N/A
Trevor Bookings World Cup	6.99	N/A
Trivial Pursuit	9.99	13.99
Turrican	6.99	9.99
Ultimate Golf	9.99	13.99
Vindicator (Cartridge Only)	17.99	17.99
Xenomorph NEW	N/A	13.99

NEW BACK CATALOGUE

- Artura (Disc Only) 2.99
- Bangkok Knights (Disc Only) 2.99
- Basil The Great Mouse (Disc) 2.99
- Chicago 30's NEW PRICE 1.99
- Cosmic Causeway (Disc Only) 1.99
- Deactivators 0.50
- Denaris (Disc Only) 2.99
- Future Knight (Disc Only) 2.99
- Gary Linekers Hotshots (Disc) 2.99
- Hammerfist 3.99
- Hunters Moon 1.99
- Kenny Dalglish Soccer Match 2.99
- L.E.D. Storm 1.99
- M.A.S.K. (Disc Only) 2.99
- Masters Of The Universe (Disc) 2.99
- Motor Massacre (Disc Only) 2.99
- North Star (Disc Only) 2.99
- Overlander (Disc Only) 1.99
- Power Pyramids (Disc Only) 1.99
- Predator (Disc Only) 2.99
- Question Of Sport 2.99
- Rainbow Warrio 2.99
- Rick Dangerous NEW 3.99
- Roy of the Rovers (Disc Only) 2.99
- Superstar Ping Pong (Disc) 2.99
- Technocop (Disc Only) 1.99
- Trapdoor 2 (Disc Only) 1.99
- Ubik's Musik 0.99
- Vampires Empire (Disc Only) 2.99
- Xenophobe 2.99
- Xor (Disc Only) 2.99

FREE GEOS DESKTOP OPERATING SYSTEM WITH EVERY DISC GAME ORDERED. PLEASE CLAIM YOUR FREE GEOS WHEN ORDERRING.

BUDGET

- 2 Player Super League Soccer 2.99
- 1942 .... 2.99
- 1943 .... 2.99
- Ace 1.99
- Ace 1 and 2 .... 2.99
- Airwolf 2.99
- Arcade Fruit Machine 2.99
- Arcade Trivia Quiz 2.99
- Australian Rules Football NEW 2.99
- Barbarian 2.99
- Barbarian 2 .... 3.99
- Batman The Caped Crusader 2.99
- Blinky's Scary School 2.99
- The Boxer 2.99
- Boxing Manager 2.99
- British Superleague 2.99
- Bombjack 1 or 2 .... 2.99
- Boulderdash 1 or 2 or 4 .... 2.99
- Buggy Boy 2.99
- California Games 3.99
- Cauldron 1&2 .... 2.99
- Championship Golf 2.99
- Chuck Yeager NEW 2.99
- Chuckie Egg 1 or 2 .... 3.99
- Commando 2.99
- Crazy Cars 2.99
- Cup Football 2.99
- Daley Thompson's Decathlon 2.99
- D. Thompson's Olympic Chall 2.99
- Defenders Of The Earth NEW 3.99
- Delta 3.99
- Dizzy Dice 1.99
- The Double 2.99
- Double Dragon NEW 2.99
- Empire Strikes Back 2.99
- Euro Soccer Challenge 2.99
- Fantasy World Dizzy 2.99
- Fast Food 2.99
- Ferrari Formula One 2.99
- Fighter Pilot 2.99
- First Past The Post 2.99
- The Footballer 2.99
- Football Champions 2.99
- Football Director 2.99
- Football Manager 2.99
- Frank Bruno 2.99
- Fruit Machine Sim 1 or 2 .... 2.99
- Games Winter Edition 3.99
- Gary Linekers Hotshots 2.99
- Gauntlet 1 or 2 .... 2.99
- Gemini Wing 2.99
- Ghostbusters 1.99
- Ghosts and Goblins 2.99
- Graham Gooch 1.99
- Green Beret 2.99
- Grid Iron 2 .... 2.99
- Guardian Angels 2.99
- Hypersports 2.99
- IK+ 2.99
- Ice Hockey 2.99
- Impossible Mission 2 .... 2.99
- International Manager 2.99
- International Soccer 2.99
- Ikari Warriors 2.99
- Jack The Nipper 1 or 2 .... 2.99
- Kentucky Racing 2.99
- Kikstart 2 .... 1.99
- Kwik Snax 2.99
- Last Duel 3.99
- Last Ninja 2.99
- Little Puff 2.99
- Match Point 2.99
- Matchday 2 .... 2.99
- Motorcycle 500 NEW 2.99
- Nemesis 2.99
- On The Bench 2.99
- Operation Wolf NEW 2.99
- Outrun 3.99
- Paperboy 2.99
- Pitstop 2 .... 2.99
- Popeye 2 .... 2.99
- Pub Games 2.99
- Quattro Adventure 2.99
- Quattro Arcade 2.99
- Quattro Combat 2.99
- Quattro Power 2.99
- Quattro Sports 2.99
- Quattro Superhits 2.99
- Quedex 3.99
- R-Type 2.99
- Rastan 2.99
- Real Ghostbusters NEW 2.99
- Renegade 2.99
- Renegade 3 .... 2.99
- Return Of The Jedi 2.99
- Roadblasters 2.99
- Rock Star Ate My Hamster 2.99
- Rugby Manager (Mastertronic) 2.99
- Saboteur 1 or 2 .... 1.99
- Salamander 2.99
- Sam Fox 2.99
- Scooby Doo 1.99
- Sidewinder 2 .... 2.99
- Silkworm 2.99
- Skate or Die 2.99
- Soccer Director 2.99
- Soccer Q 2.99
- Soccer 7 .... 2.99
- Spyhunter 2.99
- Spy V Spy 1 or 2 .... 2.99
- Steve Davis Snooker 1.99
- Striker 2.99
- Strip Poker 2 .... 2.99
- Summer Games 2.99
- Super Nudge 2000 .... 1.99
- Target Renegade 2.99
- Tetris 2.99
- Thomas The Tank Engine 2.99
- Thunderblade 3.99
- Tilt 2.99
- Tomahawk 2.99
- Top Cat 3.99
- Top Gun 2.99
- Tracksuit Manager 2.99
- Trapdoor 1 & 2 .... 2.99
- Treasure Island Dizzy 2.99
- Trivia Quiz 2.99
- W.E.C.Le Mans 2.99
- Wacky Darts 2.99
- Winter Games 2.99
- Wizball 2.99
- Wonderboy 2.99
- World Class Leaderboard 2.99
- World Games 2.99
- World Soccer 2.99
- Xenon NEW 2.99
- Yes Prime Minister 2.99
- Yie Ar Kung Fu 2.99
- Yogi and the Greed Monster 2.99
- Yogi Bears Great Escape 2.99

COMPILATIONS

CHALLENGERS
Fighter Bomber, Pro Tennis Tour, Kick Off & Stunt Car Racer.
DISC ONLY £13.99

THE BIZ
R-type, Operation Wolf, Double Dragon, Batman the Caped Crusader.
CASS £9.99 DISC £13.99

SOCCER SQUAD
Footballer Of The Year, Gary Linekers Superstar Soccer, GaryLinekers Superskills and Roy Of The Rovers.
DISC ONLY £ 3.99

SUPREME CHALLENGE
Starglider, Tetris, Sentinel, ACE 2 and Elite
CASS £5.50

THRILLTIME GOLD 2
Airwolf, Scooby Doo, Battleships, Saboteur & Frank Bruno.
CASS £5.50

THRILLTIME GOLD 3
Commando, 1942, Spitfire, Combat Lynx, Deep Strike.
CASS £6.99

BEST OF ELITE
Bombjack, Frank Bruno's Boxing, Commando & Airwolf.
DISC ONLY 2.99

6 PAK VOL 2
Eagles Nest, Batty, Ace, Shockway Rider, Int. Karate & Lightforce.
DISC ONLY 2.99

EDITION ONE
Double Dragon, Xenon, Silk Worm & Gemini Wing.
CASS 8.99 DISC 9.99

THE STORY SO FAR VOL 2
Overlander, Space Harrier, Hoppin' Mad, Beyond The Ice Palace & Live and Let Die.
CASS 6.99

THE STORY SO FAR VOL 4
Ghostbusters, Aliens, Wonderboy, Eidolon, Back To The Future & Quartet. CASS 6.99

HOLLYWOOD COLLECTION
Robocop, Indiana Jones Last Crusade, Batman The Movie & Ghostbusters 2
CASS £9.99 DISC 13.99

PLATIUM
Strider, Black Tiger, Ghouls and Ghosts, Forgotton Worlds & L.E.D.Storm.
CASS £10.99 DISC £13.99

SEGA MASTER MIX
Super Wonderboy, Dynamite Dux, Crackdown, Turbo Outrun, Enduro Racer.
CASS £11.99 DISC £13.99

THALAMUS HITS
Armalyte, Sanxion, Hawkeye, Delta, Quedex & Hunter's Moon
CASS £6.99

T.N.T.
Hard Drivin', Toobin, Dragon Spirit, Xybots & APB.
CASS £9.99 DISC £16.99

SOCCER MANIA
Football Manager 2, Microprose Soccer, Football Manager World Cup Edition & Gazza's Super Soccer.
CASS £9.99 DISC £11.99

POWER PLAY CARTRIDGE
Stunt Car Racer, Rick Dangerous & Microprose Soccer
£21.99

WHEELS OF FIRE
Hard Drivin', Chase H.Q., Turbo Outrun & Powerdrift.
CASS 9.99 DISC 16.99

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Tresaure Island Dizzy & Magic Land Dizzy. CASS 6.99

4 MOST SPORT
Soccer Boss, Run For Gold, Endzone & Rally Driver.
CASS 2.99

C64 MOUSE-1351 PERIPHERAL 19.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fillin the coupon and send it to:-Software City, Unit 4, BDC 21Temple Street, Wolverhampton, WV2 4AN.

ORDER FORM (Block Capitals)

Name..

Address..

....

Postcode .... Tel No........................

Name of game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES - Please add 50p for orders under £5. Non UK/EEC countries add £2.50 per item . Non EEC countries add £2.50 per item.
PAYING BY CHEQUE - Cheques payable to Software City

Card Type .... Expiry Date ....

Card No..

Signature ....

Date .... ZZAP MAR

FRENETIC MEGATAPE 15 INSTRUCTIONS

DRACONUS

• (Zeppelin)

SCENARIO

Draconus is set on an alien planet ruled by the Tyrant Beast who must be obliterated in the final screen of the game. To get to that stage the mysteries and magical forces which unfold before you must be understood and harnessed to progress through this multi-screen epic. On your journey through the labyrinthine complex you'll meet various nasties such as Giant Rats, Bats and Sea Serpents, together with a sprinkling of Terrotoads and ferocious Catepelones. To help you are many useful artefacts like the Demon Shield, Necromancer's Staff, Dragon's Eye, and Morph Helix. Flasks of Flames Fluid, Energy Crystals and many Spells help you on your way.

GAMEPLAY

There are two main characters between which you can switch during the game, namely the tail Frognum, and the aquatic Draconewt. Frognum can walk, jump, punch, duck and breathe fire. Draconewt can blow water jets but can never leave the water as Draconewt.

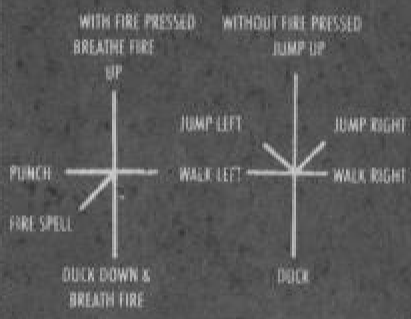
When on the Morph Slab pulling down will transform you into Draconewt if you have the Morph helix. Pushing up when underneath a Morph Slab will turn you back into Frognum.

On losing one of your three lives the games takes you back to the last Record Slab on which Frognum has stood.

Backgrounds, such as spikes, will kill you if touched. The screen shows the magical items along the side with the energy scrolls for Frognum on the top and Draconewt on the bottom. During play you can pick up flasks of Flame Fluid, with each flask holding enough for 10 good blasts, and Energy Packets, which will put your energy right back up depending on whether you are Frognum or Draconewt. If Frognum falls too far he will lose energy and may be killed.

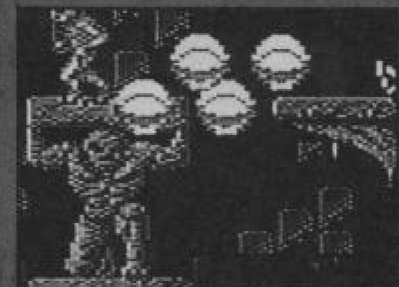
CONTROLS

Frognum



Draconewt

8-direction movement + FIRE to breathe water jet.



CREDITS

Program: Spike.

Graphics & Game Design: Michael Owens.

OCEAN CONQUEROR

• (Hewson)

As Captain of the submarine Nautilus your mission is to destroy four convoys, each consisting of a freighter and two destroyers. These are supplying enemy troops based on islands in the region — should the supplies get through, you've lost the war. Destroy your enemies and return to dock within 18 hours and you're the victor.

GAMEPLAY

You start in dock on a large island. The speed of the freighters is exactly half of the submarine's but the destroyers are twice as fast as you and usually put the speed on when they are coming in for the attack. However don't start fighting in dock as you may seriously damage it. Should the sub need urgent repair (or need to stock up on weapons), travel back to one of the two islands which contain docks where the submarine can be overhauled.

A guidance display shows the distance from the nearest dock once you're within a mile of it. Docking is absolutely perfect if the bearing of the ship is 90 degrees and the values EO and NO are seen. To begin the docking process you have to stop the sub. In the dock the time acceleration mode is automatically activated and repairing and refuelling begins.

A variable magnification periscope occupies the top of the screen and allows you to view approaching freighters, destroyers, drilling rigs, lighthouses, docks, and islands. The periscope is useless when fog approaches as it's impossible to see anything! However, the radar and sonar displays provide essential information on nearby targets, and you can use the map (press M to activate) which shows the entire playing area with symbols indicating islands, drilling rigs, etc. Beside the map a table shows the coordinates of the convoys and docks. When submerged, the screen automatically shows the map.

The sub's top speed is a nip over 20 mph, so it's just as well you can travel in accelerated time (DEUS mode) rather than waiting ages for the sub to get across the oceans! However, you can't use it in battle (so make sure it's switched off before firing) and you can't flee in DEUS mode when enemy fire is heading your way.

THE DASHBOARD

A 10 mile-range radar sits in the middle of the dashboard. To help navigation when visibility is clouded this can be activated. For enhanced display press R for range which gives a radar map of five miles. The radar is also helpful for targeting. Your weapons have a range of one to one-and-a-half miles, so using the radar you can decide whether to shoot enemies or move closer.

Above the radar is a rectangular box which shows:

- Periscope angle (PA): Displays the position of the periscope in relation to the bow in degrees with an arrow show the direction left or right
- Bottom (BTTM): Displays the distance of the sub from the sea floor
- Magnification (MAGN): Displays the magnification of the periscope
- Rudder (RDDR): The value is shown in degrees with an arrow indicating the direction. To the right is a sign which shows whether the rudder is locked or not. If this function is off the rudder will automatically centre.
- Vertical Speed Indicator (VSI): Speed.
- Bearing (BRG): The direction of the sub

Diving and surfacing is regulated by ballast tanks which contain either compressed air or water, so that the sub rises or sinks. If there's insufficient air for the ballast tanks then the sub cannot elevate to the surface.

On the left of the radar is a display showing the state of the sub and weapons; the four torpedo tubes and the guided anti-missile launcher are displayed above. Under the weapons is an outline of the sub; while it is white everything is okay but if it turns to red you have failed.

After launching a guided anti-missile you can control its movements by following the target with the periscope. Using a magnification of x2 or x3 helps your aim to be more accurate. If the GAM looks as if it will miss the target, tilt its nose into the water so you can fire another immediately.

To the right of the radar is the navigational computer display. In the top row are the indicators of the battery (BTT), fuel, hydroplane, ballast water (BLST) and the depth meter (DPTH) (the ballast tanks and the hydroplanes are used to submerge the sub — to learn the process try every key while watching the depth meter and the VSI.

Below these are the throttle, speed and compressed air indicators. The air is used to empty the ballast tanks of the sub, if you run out of air you can't come to the surface again. Between the air meter and the speed indicator are the indicator lamps to show the amount of fuel in the tanks, condition of the batteries, which engine is being used and whether the air compressor is on.

CONTROLS

Keyboard

Q/A Throttle up/down. Hold up to increase speed, hold down to decrease and go into reverse
W Ballast water in
S Ballast water out
R Swaps between radar ranges
O/P Changes magnification on periscope
H Hold
N Motor sound on/off
B Swaps between diesel motor and the accumulator
V Turns air compressor on (note: the diesel motor has to be used to recharge the batteries and to operate the air compressor!)



If your amazing ZZAP! Megatape proves to be faulty, have no fear. Just bung it in a jiffy bag and send it to *Newsfield, The ZZAP! Megatape Clinic, Ludlow, Shropshire SY8 1JW.*

S.SHIFT DEUS on/off
4 Controls lock of rudder
1/2 Turns the periscope by 1/6 degrees (use CAPS SHIFT as well to change by 5 degrees)
M Map on/off

Joystick

left/right Turns rudder
up/down Controls the hydroplanes
fire Launches missile

To fire a torpedo use the 9 key.

When a missile is in the air, the joystick controls its movement (you can turn it faster by pressing fire together with the left/right).

CREDITS

Authors: Peter Vitray and Lajos Palanki.

ZYBEX

● (Zeppelin)

SCENARIO

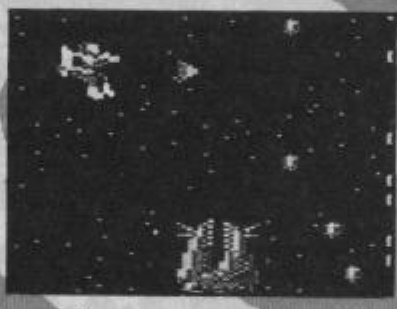
The story has two rebels, Rinser and Cassalana, on an almost suicidal mission to escape the nightmare that is Death Row.

To earn a stay of execution they must penetrate the very heart of many strange worlds and collect from each a teleport crystal. Each crystal gives access to another fantastic world until the excited player reaches the Restricted Levels and the ultimate challenge — Zybex itself. The last, Zybex, crystal is all-powerful, and will ensure your captors remove the death rings from your necks. Shoot your way through the bizarre and colourful aliens and find exotic weapons whose differing powers are a joy to discover and use.

GAMEPLAY

The game always begins on the first level, Arcturus, and each level sees you start with the Orbit Weapon. This bullet-firing gun begins on Fire Power 1 but can be further developed to deliver a constant stream of missiles when the player has the maximum (2) orbiting defence pods. The other weapons are the 8-Way, the Pulse, the Wall, and the Rail Gun. The latter can be developed into a long pole which cannot be stopped. All these weapons begin on Fire Power 1 but by picking up weapons of the same type each can have its power increased up to Fire Power 4.

Fireballs and asteroids cannot be destroyed. At the end of most



levels lies a commandship which is difficult to eliminate. The heads of these craft are vulnerable.

Extra lives lie in the floating suits and after every 10,000 points.

Bonus points, represented by a large floating B, are added up at the end of each level.

CONTROLS

Joystick
1. ICONS and FIRE select one or two players.
2. Run through alternative player colours by pressing FIRE.
3. Do not engage AUTOFIRE on sophisticated joysticks.
4. S — STARTS the game.
5. Weapons fire automatically.

Keyboard
RUN STOP to PAUSE game, press again to release.
Q — while game is paused sends player back to title screen.

CREDITS

Program: Kevin Franklin
Graphics & Game Design: Michael Owens
Music: Adam Gilmore

3D LUNATTACK

● (Hewson)

Attack the SEIDDAB lunar forces. Outmanoeuvre or destroy land-based tanks and missile silos. Battle with aerial mines, bombers and SEIDDAB Hoverfighters. Seek out and destroy the SEIDDAB command base. Protect your own fuel supply base!

Once loaded, the program displays in succession, a title screen, a hi-score table, a briefing, a points table and play options. Press an arrow key to view the next screen. Press the fire button or space bar to start the game.

PLAY OPTIONS

These are reset and the play options screen is displayed when any function key is pressed. Press a function key again to change options as follows.

Function Key	Option	Range
f1	Number of players	1 or 2
f3	Start Zone	1 to 4
f5	Initial difficulty	1 to 9

Pressing the appropriate function key will increase the number displayed. Note that the options remain as per the previous game until the options screen is displayed, when they are reset to 1,1,1. Thus to play a second game with the same options, restart the game before this screen appears. To start the game, press fire at any time.

CONTROLS

Keyboard	Joystick
WERTYUIO	Up
ADGJ	Left
SFHK	Right
ZXCVBNM	Down
space-bar	Fire

RUN/STOP freezes/unfreezes the game.

YOUR Z5 HOVER FIGHTER

Your craft operates on three main modes determined by the gunsight position as shown in the table and a subsidiary map mode.

Mode	Gunsight position	Gunsight shape	Function Keys
Missile Mode	above horizon	square	select/ deselect map
Laser Mode	below horizon above hull	octagonal	select/ deselect map
Navigation Mode	on hull	diamond	lock-on current course

Missile Mode
Used to destroy enemy fighters beyond visual range. Align gunsight, fire and forget.

Laser Mode
Used to attack all enemy weapons systems within visual range. Align gunsight and fire at will.

Navigation Mode
Align your craft on a straight pathway to follow your preset course. Hit any function key to lock in a new course.

Map Mode
Select/deselect from missile or laser mode by pressing any function key. Your ship flashes white in the centre. Previous Seiddab zones are shown in grey and the next zone to be entered is in red. Numbers indicate approximate Seiddab strengths.

Radar
Your radar system detects enemy fighters beyond the horizon and projects their position and distance on to your screen display above the horizon. This is your opportunity to raise the cursor and 'fire and forget' a squadron of missiles.

Temperature Display
The hull temperature is shown at the lower right of your instruments. Enemy hits, mines and spores exploding, and clipping the mountains all raise the hull temperature.

Fuel Display
This is located above the temperature bar. Your fuel level is indicated in white. Your ship is refuelled by flying over your own base. This is indicated on the map by an encircled 'F'.

Ranking Symbol
The red-and-white box to the right of your ship display shows your current ranking symbols. As you progress into the top-ten high scores, this symbol will change to your new ranking.

SCORE TABLE

DAB Tank	10 points
Aerial Mine	20 points
Low-Level Bomber	30 points
Floating Laser Spore	40 points
Missile Silo	50 points
Seiddab Base	60+ points
Fighter on Radar	10-60 points
Fighter	20-120 points

SEIDDAB FORCES

The SEIDDAB have invaded the moon and their forces are heading towards your base. You must protect your base which is your only source of fuel and destroy their base ships.
The enemy have seven weapons systems at their disposal as shown in the table. Each system is displayed in a separate screen colour and represented by a distinct symbol in map-mode.

CREDITS

Weapon System	Description	Screen Colour	Map Symbol
Dab tank	Slow moving. Armed with Ystan missiles	Green	Tank and T
Ariel Mines	Detonated by proximity fuses	Purple	Skull
Low level Bombers	Fly in loose formation	White	Bomb
Floating Laser spore	Central core and three fusion cells	Green	S and three blocks
Missile Silo	Studded in groups	Red	Missile
Seiddab Base Ship	Very elusive	Orange	Circle
Fighter	Swoop over the horizon	Cyan	Not shown

STRATEGY

BLITZKRIEG AT THE ARDENNES: The plan was to quickly strike weakened Allied lines in Belgium and Luxembourg and to break through and move quickly to the Meuse to capture the Liege and finally Anywerp. Take over and simulate one of historys greatest battles. Features includes V-2 Rocket attacks, German saboteurs, Paratroopers, Artillery, Supply and one or two players. Amiga 512K version £28.95 1 meg ver £29.95.

PHANTASIE III: This time, the Dark Lord Nikademus has set his evil sights on conquering the entire world. Your group will traverse an entire continent, battling the Dark Lord's uggly hordes and exploring dungeons for clues that will ultimately lead you to Nikademus - and to the Final Confrontation. C64 disk £19..95.

MICROLEAGUE WRESTLING: Featuring HULK HOGAN. decide which moves to make - body slam, leg drop - all the authentic moves of each wrestler.. Includes two great wrestling match-ups: HULK HOGAN vs RANDY SAVAGE and HULK HOGAN vs TED DIBIASE. Interactive strategy determine the action and outcome of each match.
Amiga £29.95 C64 disk £19.95

STORM ACROSS EUROPE: Move armies across the map to conquer territory. Launch huge U-boat campaigns in the Atlantic. Carry out strategic bombing strikes against enemy production centres. Send raiding fleets to criple your opponent's shipping. And drop paratroop forces on enemy positions. Ability to change starting levels for each country. Up to 3 players can play this game, with the computer able to control the allies and/or the Russians. Exciting game designed by the author of Colonial Conquest recreates World War II in Europe on a grand strategic scale. Amiga £29.95 C64 Disk £24.95

CLUE BOOKS: £6.95 each COLONELS BEQUEST, CONQUEST OF CAMELOT, GOLD RUSH, HEROS QUEST, KINGS QUEST I,II,III OR IV, LEISURE SUIT LARRY I, II OR III, POLICE QUEST I OR II, SPACE QUEST I, II OR III, CODENAME ICEMAN. £7.95 each: BARDS TALE I, II OR III, CHAMPIONS OF KRYNN, CURSE OF AZURE BONDS, DRAGON WARS, DRAGONS OF FLAME, DUNGEONMASTER, ELITE, HILLSFAR, KEEF THE THIEF, MANIAC MANSION, MARS SAGA, MIGHT & MAGIC I, NEUROMANCER, POOL OF RADIANCE, SENTINEL WORLDS, STARFLIGHT, SWORDS OF TWILIGHT,WASTELAND or ZAK McKRACKEN, 688 ATTACK SUB, INDIANA JONES ADV. SECRET OF SILVER BLADES £8.95 each: ULTIMA III, IV, V or VI .

Mail order only. Please allow 28 days for delivery. Please make cheques and postal orders payable to CINTRONICS LTD. Free post and packaging within the UK. Europe add £2 per item. Overseas £4 per item.

CINTRONICS LTD, RICHARD HOUSE, 30-32 MORTIMER STREET, LONDON W1N 7RA

GUNFIGHTER



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER FOR CASH PRIZES

0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call Charges 33P/Min Cheap 44P/Min All Other Times

COMMODORE 64

Software Hire Club
Send S.A.E for details to,
C. STATHAM
3, Briarbank Ave
Nottingham
NG3 6JU
Tel: 0602 581635
We condemn software piracy.

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

THE ALL NEW FORMAT COMPETITIONS FROM
PLAY TO WIN

(so slick they even tell you if you got it right)

SEGA MEGADRIVE
0839 - 121111
the sizzling 16 bit console

SOFTWARE BONANZA
0839 - 121130
£200 worth for you to choose

SEGA GAMEGEAR
0839 - 121109
the sensational handheld

PC ENGINE
0839 - 121178
imported just for you!

The more entries you make, the better your chances

PLUS PLUS PLUS PLUS PLUS PLUS PLUS

Ring any of the above lines for details of our great March bonus draw the prize up for grabs a *NINTENDO SUPER FAMICOM*

all calls last approx. 4 mins. one prize per competition
calls are charged at 33p per min. cheap rate and 44p per min. all other times
if you are under 18 please get permission to use the telephone
PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR
TEL: 0582 413943. WE ALSO SELL EVERYTHING!!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN!

the think TANK

DRAGON WARS

Interplay/Electronic Arts, Amiga £24.99

After what seems like ages Interplay have produced a new RPG for the Amiga. *Dragon Wars* (C64 version: 90%, Issue 58) supports characters from the *Bard's Tale* series, and so it should because you could have called this game *Bard's Tale 4* and nobody would have raised an eyebrow.

You and your party are off to find Dilmun, a legendary city. You know the sort of thing — pavements paved with gold, buses run on time, etc. However, after being shipwrecked you are imprisoned on suspicion of spellcasting, a habit which has been recently outlawed by the dastardly King Drake. You begin the game in Purgatory from which you must escape.

Interplay have taken the *Bard's Tale* system and upgraded selected elements in an effort to update it. The most important (but probably the most invisible) change is the introduction of an intricate plot. Interplay's Brian Fargo once told me that you could fully describe *Bard's Tale 1* in about ten seconds (he did so as well!). *Dragon Wars* introduces a much better 'story', utilising more character interaction, strange clues and so on. The manual contains paragraphs which you are directed to by the program at certain points in the story.

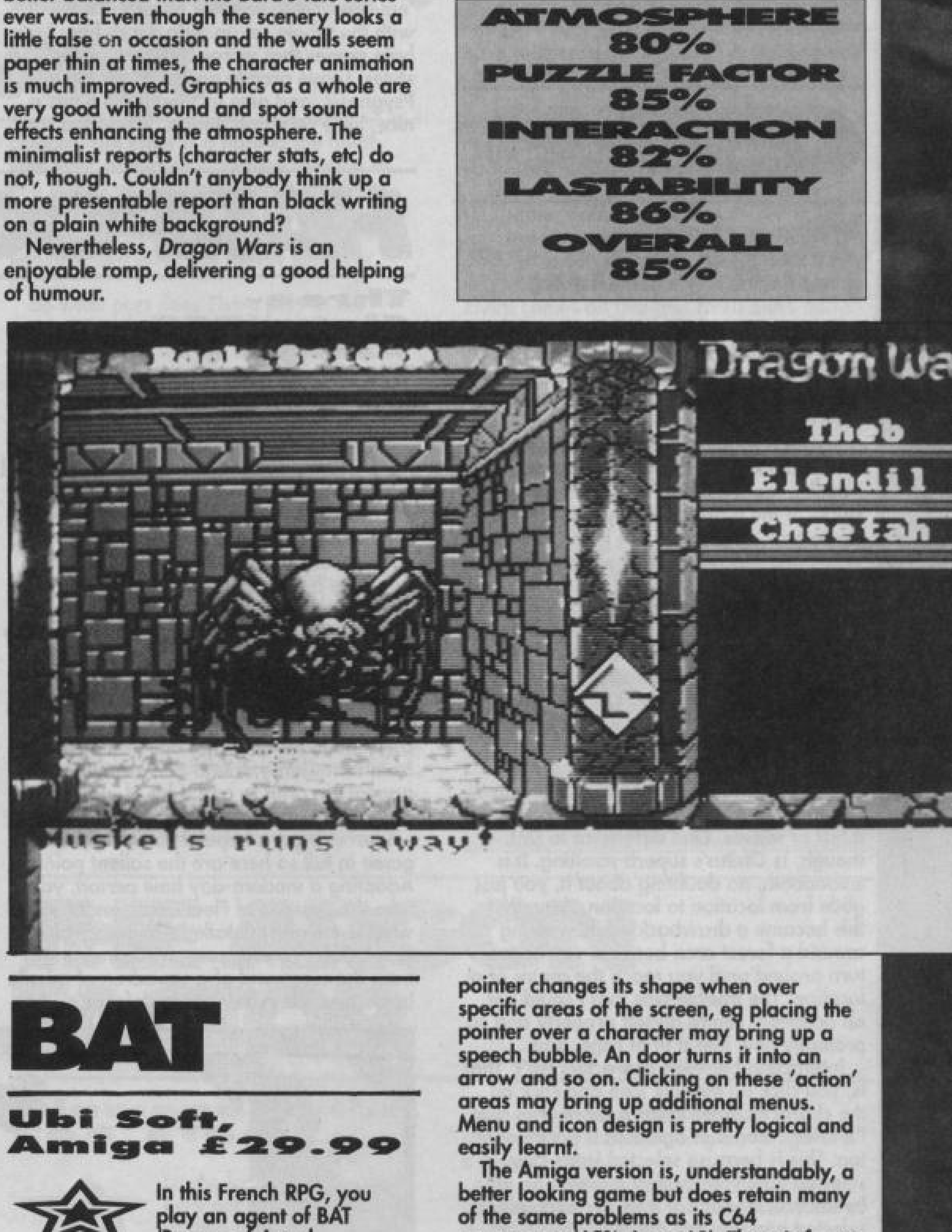
The combat is improved with quite complex choices on ranged combat, type of attack and defence. Spells have been extended to include more spell categories. You have no need to learn a massive spellbook, though. In order to be a wizard you select from one of four different types of magic: High, Low, Sun and Druid. Indeed, the spells must be learnt by finding scrolls with the spell inscribed on them. Furthermore, in order to cast certain spells, you must decide how many points of power to put into them. Therefore, the game includes much more resource management than most fantasy games. It means that even the lowest spell never becomes obsolete. The stronger the magician gets, the mightier the spell has the potential of being.

Attributes have been redesigned by including skills (bandaging, etc) and knowledge of various 'lore', such as forest and mountain lore. There is also an excellent 3-D automapping option, one of the best I've ever seen.

The end product is an RPG which is far better balanced than the *Bard's Tale* series ever was. Even though the scenery looks a little false on occasion and the walls seem paper thin at times, the character animation is much improved. Graphics as a whole are very good with sound and spot sound effects enhancing the atmosphere. The minimalist reports (character stats, etc) do not, though. Couldn't anybody think up a more presentable report than black writing on a plain white background?

Nevertheless, *Dragon Wars* is an enjoyable romp, delivering a good helping of humour.

ATMOSPHERE
80%
PUZZLE FACTOR
85%
INTERACTION
82%
LASTABILITY
86%
OVERALL
85%



BAT

Ubi Soft, Amiga £29.99

In this French RPG, you play an agent of BAT (Bureau of Astral Troubleshooters), on the trail of the evil Vrangor who has threatened to blow up the planet Selenia.

After creating your character you can move around the gameworld. Control is totally joystick-driven, using icons and menus for command choices. The joystick pointer changes its shape when over specific areas of the screen, eg placing the pointer over a character may bring up a speech bubble. An door turns it into an arrow and so on. Clicking on these 'action' areas may bring up additional menus. Menu and icon design is pretty logical and easily learnt.

The Amiga version is, understandably, a better looking game but does retain many of the same problems as its C64 counterpart (65%, Issue 68). There is far too much eating and drinking required, which ruins the flow of the gameplay. I also became confused, all too often, as to which arrow moved me to what area. Then there's the weird programming section that allows you to create mini BASIC-like programs which, due to the vague manual, I couldn't

understand how to use properly.

On the good side, graphics are excellent with small animated 'things' flying around the screen now and again, giving a real alien atmosphere. This is aided by some nifty background music and plentiful spot effects. But it's not enough to make up for a poor interface and game design.

ATMOSPHERE
80%
PUZZLE FACTOR
65%
INTERACTION
71%
LASTABILITY
60%
OVERALL
68%

OBITUS

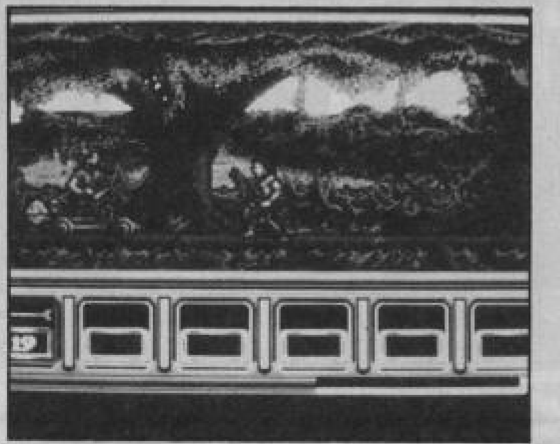
Psygnosis, Amiga £34.99 (with T-shirt)

Obitus is a strange mixture of RPG-type play and downright, sideways-scrolling arcade action. You might imagine such a combination to result in a weird game — and you'd be right. As, mild-mannered Wil Mason you find yourself in Middlemere. You must explore the four shires of the place, chat to people, kill a few others, collect and use items but, most of all, find out where the hell you are and how you can get out!

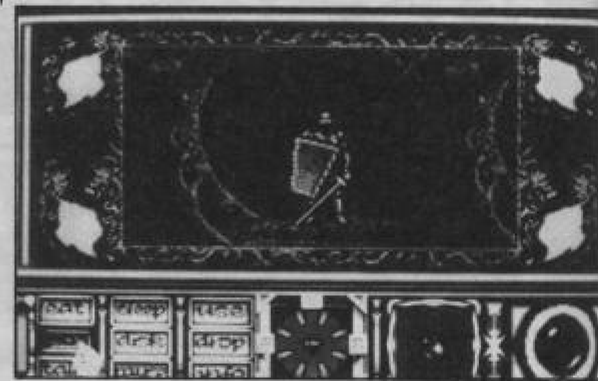
The RPG section gives you a first-person viewpoint in the *Dungeon Master* vein. I say *Dungeon Master* because there are many similarities. For example, you can directly manipulate objects in the gameworld (such as picking up an apple or a gold coin). Then there is the combat. Again, you click on the target and the bow/dagger/etc is hurled towards your foe. You see it sail off into the distance until it hits or misses. One difference to *DM*, though, is *Obitus*'s superb scrolling. It is smoooooth, no doubting about it, you just glide from location to location. Actually, this became a drawback while walking around a forest area because you cannot turn around until you reach the centre of a location. The trouble was that I could not, on occasion, centre myself properly and so promptly flew into a fit of rage. Sigh.

Interaction between characters isn't. That is, you click on the Talk icon and click on the character. Interaction is more 'you talk, I'll listen'. Icon management is paramount, too. This is because selected icons stay selected until you reselect another. So woe betide you if your Eat icon, for example, is selected and you are attacked. You must select the Fight icon, make sure you select a weapon and... oh, you've died. Hmmm. Why, couldn't you walk around with a weapon readied at all times, eh? Grrr.

The parallax scrolling section is just a linkage point that takes you from one RPG section to another and, in my opinion, is a complete waste of time. It brings nothing but heartache. There are no items to find, no clues to uncover, lots of energy to lose, sure, but it never actually contributes to the game. Besides, I'll bet that many role-players shy away from shoot-'em/beat-'em-ups and so will feel uncomfortable with the whole set-up. I do. God, how I hate games that merge different game styles. Leave arcade games to the kids, Psygnosis, and give us thoughtful types a nice, juicy cerebral-'em-up. Whaddya say?



ATMOSPHERE
82%
PUZZLE FACTOR
68%
INTERACTION
60%
LASTABILITY
63%
OVERALL
63%



HARPOON

Three-Sixty/PSS, Amiga (1 Meg only) £29.99

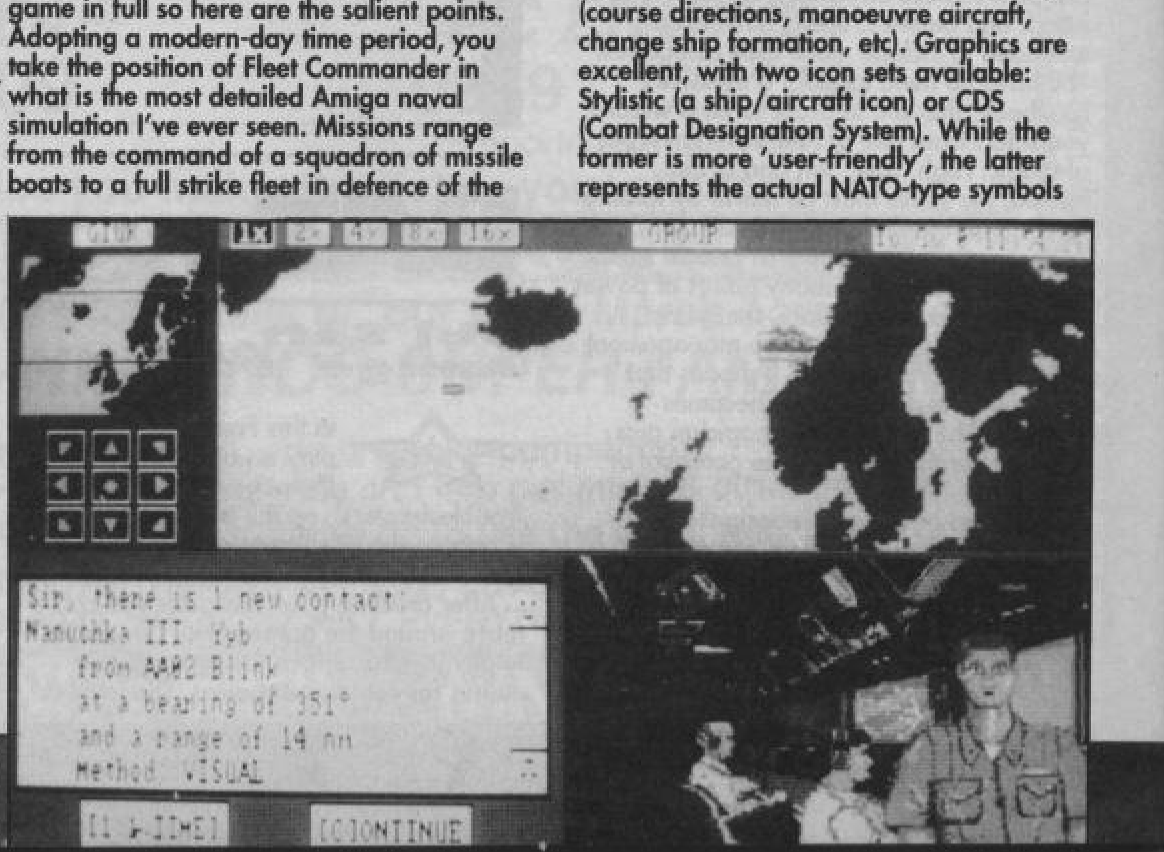
Harpoon has had a difficult birth. I've followed its development from the initial game proposed by Larry Bond, to the decision to scrap the lot and start again, to the final release — was it worth it?

Harpoon (produced by Three-Sixty Software in the States) is a tactical wargame based upon Larry Bond's board game of the same name. The game includes two disks, a large format 77-page manual which still has to be squeezed into the ill-fitting box (a legacy of the initial PC version) and two mini-booklets. One from Larry Bond on hints and tips and the other from Tom Clancy, friend and co-author who appears in print to add a bit of glamour and attract a few more dollars.

I haven't got a hope of covering the game in full so here are the salient points. Adopting a modern-day time period, you take the position of Fleet Commander in what is the most detailed Amiga naval simulation I've ever seen. Missions range from the command of a squadron of missile boats to a full strike fleet in defence of the UK. *Harpoon* is also the master program for a range of forthcoming scenario disks, including the North Atlantic, Mediterranean and the Persian Gulf, each of which should contain 15 missions.

On-screen information is extensive with a large database of ships, subs and aircraft accessed via menu. This option gives a tremendous amount of info: sensors, weapons, area of operation, and so on. After choosing the scenario, the side you wish to fight, a possible nuclear exchange, snorkelling subs, realistic weather, maintenance failure and ordnance you can begin play! During play a staff assistant will provide advice and reports. The graphics are composed of three main screens — strategic, group and unit — although most of the play will be involved in the unit mode. After all, you play the game to simulate a fleet commander, not a single vessel.

You can play with three simultaneous levels of zoom and issue a host of orders (course directions, manoeuvre aircraft, change ship formation, etc). Graphics are excellent, with two icon sets available: Stylistic (a ship/aircraft icon) or CDS (Combat Designation System). While the former is more 'user-friendly', the latter represents the actual NATO-type symbols



used during official wargames, etc. Neat graphical effects include a mini-window showing ships firing and receiving hits. Sinking ships triggers a full-screen, dramatic scene plus relevant music.

I did become a little frustrated at the slow response to commands and, in addition, I am a little concerned with the solidity of the programming because the game crashed a couple of times (a weakness of the initial PC version, too). However, having said that, I still have to say that *Harpoon* is an extremely professional product which has obviously been produced by a very knowledgeable and accomplished research team.

PRESENTATION
90%
GRAPHICS
88%
SOUND
66%
HOOKABILITY
74%
LASTABILITY
80%
OVERALL
81%



STYLER

ELVIRA, MISTRESS OF THE DARK

Accolade, Amiga (1 Meg only) £24.99

(This review has been written by CRASH's trendy tipster, Nick Roberts, who expressed much interest in the game for 'a couple of reasons'!)

A creepy castle, undead inhabitants, the return of a vampire and buckets of fake blood — the perfect combination for a trashy 'B' movie, but also the perfect recipe for a great fantasy adventure. Many of you may be familiar with the character Elvira, she has already appeared in a number of films. The provocatively dressed, well-endowed star is also the centre of attraction in this orgy of horror.

The story goes like this. On the demise of Uncle Emlo, Elvira inherited Castle Killbragant. Little did she know she was also inheriting a heap of trouble with it. When she visited the castle she was imprisoned by the various creatures returning from the underworld to prepare for the arrival of Elvira's Great-Great-Grandmama Emelda. It turns out that Emelda made a deal with the devil to be resurrected in the future. The secret to stopping her resurrection lies hidden in a chest in the castle. As you can imagine, Elvira is not too happy about the return of her ancient ancestor. Not being a fan of family reunions, she advertises for someone to help.

After answering the advertisement you arrive at Killbragant ready to start your quest. You must find six keys to open the chest and dispose of the creatures you encounter on your travels. The game is played with the mouse, using menus and arrows to control your movement. Picking up objects is a matter of pointing at them in the location window: you can find weapons, ingredients for spells and food to keep your strength up.

You can't play the game for long without coming face to face with some hellish creature, and combat with these is an essential part of the game. There are a variety of ways of polishing them off, though. You can cast spells you have had mixed up to weaken them, fire weapons from a distance or enter into hand-to-hand combat. The latter is a fight to the death with your animated opponent swiping at you in one of two ways: hence you have two defensive choices (block or parry). Fend off his attack and you can choose between two offensive moves (lunge or hack).

So what part does Elvira play in the game other than that of page three lookalike? Well she has confined herself to the castle kitchen where she will conjure up any spell you wish if you have the correct ingredients in your pocket. These spells have some strange names (Cat & Dog Broth, Fire Sponge and Mushroom Tenderness) but can be very useful in restoring your energy and giving you special powers to use in combat.

What will really attract many players to *Elvira* are the excellently drawn and animated graphics used in every location. They really make the game come to life, or death! A warning has had to be given on the packaging of the game, though, as you can come across some fairly gory scenes. The sight of an old gardener having what is left of his neck nibbled by maggots is not too appetising (pass the sick bag around at the back!).

Elvira's puzzle factor is a little tough. You are constantly bombarded by creatures taking pot shots at you and this severely hampers your progress at first. When you have mastered the basic art of fighting you can begin to explore Killbragant and its grounds. Things then begin to piece together, if you keep your eyes peeled — the slightest speck on a wall could be a vital clue to the completion of the game.

Elvira is similar in style to the authors' last game, *Personal Nightmare* (87%, Issue 53), but far superior in size and graphical quality. Anyone who has played that game will know about the endless disk swapping. *Elvira* comes on five (yes five!) disks and needs one megabyte of RAM. Disk swapping isn't too annoying, though, as each part of the castle uses a different disk so at least you can anticipate when a change is about to happen.

Elvira is a must for all fantasy adventure fans. A blood-curdling, all-action game that will have you totally perplexed and enjoying every minute of it.

ATMOSPHERE
2%
PUZZLE FACTOR
87%
INTERACTION
88%
LASTABILITY
89%
OVERALL
90%

THE ARGON FACTOR

Diamond Bytes, C64 £TBA

Lordy, lordy! No sooner do I cry out for adventures written using the *GAC+* when Tony Rome (wasn't he a Frank Sinatra detective character?) drops *The Argon Factor* on my desk, says 'Hah!' with smug satisfaction and waltzes out of the door with a job well-done!

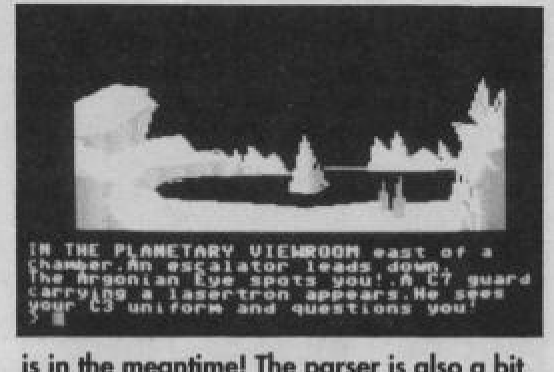
Hmm. So let's take a look-see. The game comes on one disk plus a nicely presented six-page manual detailing the game and a competition with £1000 worth of sponsored prizes, including an Amiga and a colour printer.

The science fiction plot involves you as Captain Cord, holder of the Space-Medal of Honour and all-round cool dude who's in a pickle. It's like this. Valdira has wiped out your starships during the Zorvian war. Never mind that, though, it was the capture of Lieutenant Anikra, a woman (whoops, love interest warning, love interest warning, lov...) who had selflessly (foolishly?) aided your escape only to be captured herself. But, there's more. An

incriminating piece of evidence, forged of course, landed on Earth. Valdira had impersonated you, sending your fleet to its doom. You were left responsible, therefore. All you have in the world is dear ol' Lap, a robot who's not much help in his current battered state. So you are in pursuit of a video tape to prove your innocence. Three years later and you receive a faint coded message from the Velusian Belt. It could only be from Anikra!!!

So what in the Sam Hill do we have here? Well, a very average text/graphic adventure I'm afraid — and there was I getting all excited. The plot is very linear. You are dragged by the scruff of the neck around every location and woe betide you if you show signs of having a mind of your own! Why? Well sudden deaths proliferate, propagate and procreate. In other words — there's too many of 'em! In addition, some aspects of the gameplay are just plain unfair. For example, there I was holding a crystal that 'emitted a powerful light'. I drop the thing in the same location and am immediately thrown into total darkness; I stumble and die. Why? That's all, just tell me why? What happened to the light? No-one said that it was only triggered by human touch or anything!

On a design front I could have, at times, have done without the 'time' screens. They were a bit frustrating at times because they tended to zip past without me reading them. I like a leisurely read, y'see, and if something attracts my attention or if I decide to get some paper to do a bit of mapping I want the screen to stay where it



is in the meantime! The parser is also a bit on the old-fashioned side. For example, 'all' and 'and' are not recognised, input response can be a pain too as it can be very slow at times.

However, after all that, *The Argon Factor* is still playable, especially to any text/graphic fans out there. It is not a dreadful adventure, just very disappointing. Please give it another try Tony, but let's see some improvement next time, huh?

ATMOSPHERE
56%
PUZZLE FACTOR
65%
INTERACTION
57%
LASTABILITY
65%
OVERALL
61%

THE CENTAURI ALLIANCE

Broderbund, C64 £TBA disk only
(Available from: Computer Adventure World, 318 Kensington, Liverpool L7 0EY. Tel: 051 263 6306)

The Centauri Alliance is an intriguing import from Broderbund in the USA. Written by Michael Cranford, the creator of Interplay's *Bard's Tale 1* & *2*, there are no immediate plans to distribute the game within the UK. Any distribution deal would, presumably, be undertaken by Domark.

It was when two other life forms were discovered on Alpha Centauri by a team from Earth that the Alliance was initiated. Technology was shared, ideas passed around, other alien races discovered. During AD 2214 six races officially formed the Centauri Alliance. Although a wish for peace predominated chaos still reigned throughout the galaxy.

Now it appears that an unfriendly lot, calling themselves DAYNAB, are searching for the 'ultimate weapon', the Fractyr Fist. This nasty piece of work has its basic components spread across the galaxy. The aim of the game, therefore, is to retrieve the bits of the Fist before the agents of DAYNAB do.

The Centauri Alliance arrives in a unique, hexagonal-shaped box containing three disks, two manuals, a map and reference cards. Adopting a familiar '*Bard's Tale*' look, the game employs a multi-window play-screen. Top-left is a window containing menu choices and long-lasting psionic abilities (eg light creation). The large window on the lower half of the screen displays text messages. Top-centre is the window onto the gameworld, a first-person perspective that scrolls in a similar manner to *Bard's Tale*.

To the right of that is a list of your party of six characters (NPCs can be recruited too). Each character can be one of six races, each with their own abilities (eg technical and psionic) plus a set of six stats: strength, vitality, agility, IQ, life and psionic. Psionics is mental energy that replaces magic seen in *Bard's Tale*. It is handled in a similar way, though. You 'cast' a psionic ability as you would a spell. So you can create creatures to fight for you, cause earthquakes, detect the presence of radiation and so on.

An excellent aspect of each character's make-up is the Skill option. Each character is rated (0-10) for four basic disciplines: Combat, Tech, Psionics and Metamorph. Within each discipline are one to four skills. So the Combat discipline contains melee (close quarters), thrown (hurling knives and explosives), sidearm and master (an extension of the other three). Incidentally, metamorph is the intriguing description of being able to change a character's physical shape into one of several life forms.

Obviously, if certain problems require a certain skill you'll pick the most proficient character to complete it. So, for example, if you need to repair a mechanoid robot you'll choose the guy with a high 'hardware' skill (found in the Tech discipline).

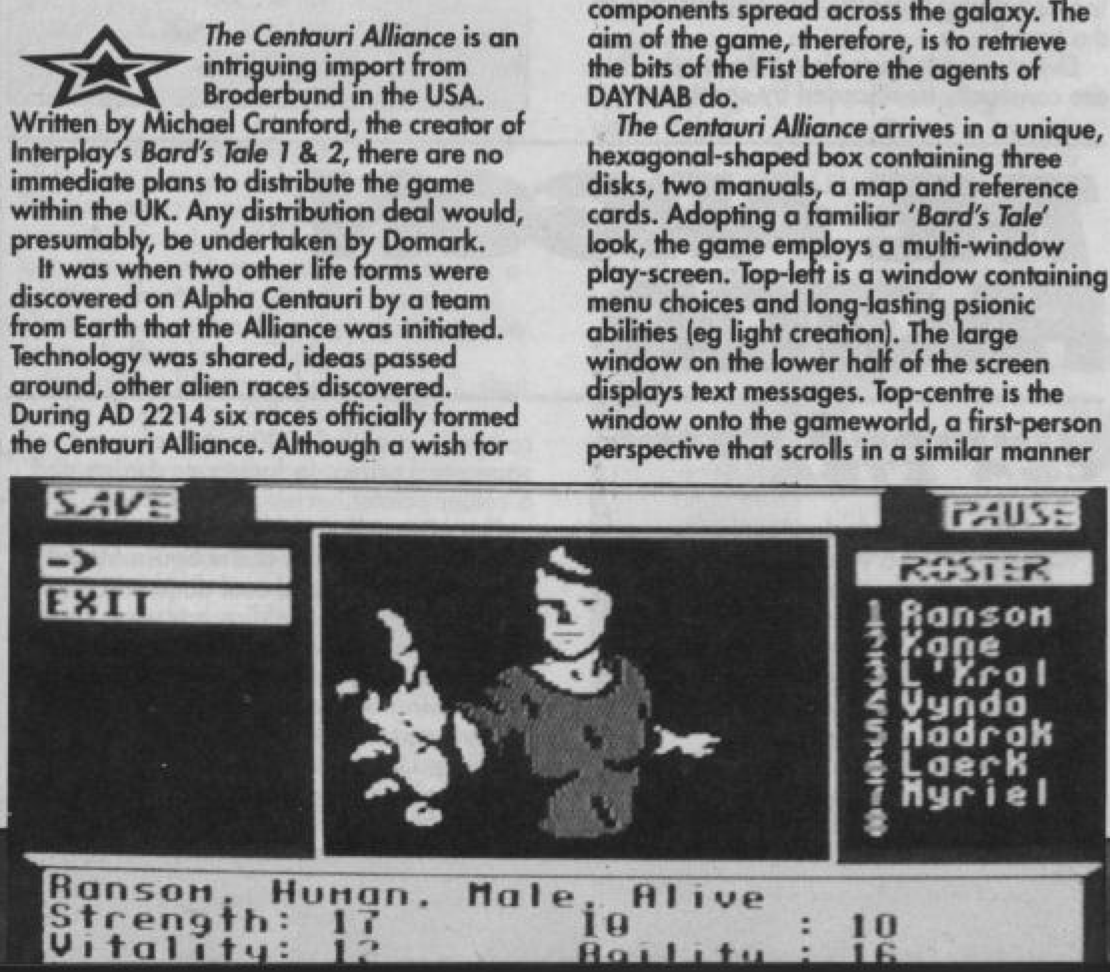
Items are plentiful. Weapons range from the ubiquitous dagger to shurikens, UZIs and photon blasters. Armour ranges from combat to duro-fabric. There are umpteen artifacts to be found in the game, too.

The game area consists of eleven worlds, each with their own characteristics. Each world is arranged in a similar way to *Bard's Tale*, ie on a square grid maze system. You will need to travel between worlds to complete a variety of missions that must be solved before the final mission of finding the Fist is attempted. As you might have guessed, if you enjoyed *Bard's Tale* you'll love *Centauri Alliance*. However, if you didn't then...er, you won't. The graphics are quite nice, if a little repetitive in certain areas. Spot animation is plentiful, though. Sound is minimal.

The actual RPG system is not exactly ground-breaking but it does vastly improve on the *Bard's Tale* series with the addition of skills and the unique combat interface. When this occurs you are transported over to a combat screen depicting a bunch of enlarged hexes. Standing on the hexes are your party and the enemy (each party is portrayed as one character). This hex-view gives you a chance to contemplate tactical manoeuvres and the like.

The Centauri Alliance is a solid RPG which contains a large dollop of gameplay. Any RPG player will enjoy the game but dedicated *Bard's Tale* fans are recommended to buy this game post haste.

ATMOSPHERE
76%
PUZZLE FACTOR
78%
INTERACTION
77%
LASTABILITY
83%
OVERALL
80%





HIT THE BIG TIME
STAR WARS
RETURN OF THE JEDI
OPERATION WOLF
WEC LE MANS
RAMBO III
BATMAN
THE CAPED CRUSADER
THE REAL GHOSTBUSTERS
DRILLER
The HIT Squad
FOR A SMALL TIME PRICE!
ONLY £2.99 EACH
ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD
HIT NAMES · HIT GAMES · HIT SQUAD
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

THE ULTIMATE CARTRIDGE COMES OF AGE!



ONLY £34.99 POST FREE

THE ACTION REPLAY Mk VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SECONDS

NOW

ACTION REPLAY MK VI

IS HERE!

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- TURBO LOADER - Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- INFINITE LIVES GENERATOR - Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- PROF MACHINE CODE MONITOR - Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- SPRITE CONTROL - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- FREEZER FACILITY - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload, independently, at superfast speed - no more waiting for programs to load.
- DISK COPY - Easy to use disk file copier. Much faster than conventional methods. Ideal for backing up data disks.
- TAPE TURBO - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- FAST FORMAT - Format an entire disk in about 10 seconds - no more messing about.
- PRINTER DUMP - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- CENTRONICS INTERFACE - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- SCREEN EDITOR - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- EXTENDED TOOLKIT - Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ACTION REPLAY MK VI

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

Access

VISA

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

TECHNICAL/CUSTOMER SERVICE 0782 744324

FINAL WHISTLE (KICK OFF 2 DATA DISK)

(Anco, Amiga £12.99)
Review by Phil 'Footy' King

This belated release includes extra features originally planned for *Kick Off 2*. However, you'll need a megabyte of memory to see aesthetic improvements such as the animated ref, linesmen and physio. Sonically a megabyte gives you the crowd singing at setpieces and goals, plus realistic groans from fouled players! The most important improvements work with 512K though. Crucially the strategic weakness of the *Kick Off 2* formations has been rectified. Before, the tactical movement of the players only depended on the ball position. In *Final Whistle* it also depends on which team is in possession. This makes it much harder to bypass the defence by just hoofing the ball down the pitch to a goal-hanging forward. An optional offside rule also complicates matters. However, offside in *Final Whistle* occurs when a player receives the ball with no opposing defenders in front of him — so it's impossible to play 'through balls'.

Another useful addition is the ability to see the statistics of all the players in your squad (with the additional attribute of 'flair'). Teams from future data disks can also be imported via the 'Other Squad' option in the skill level menu.

On the pitch, new game controls include a nifty overhead kick (reverse direction when the ball's in the air) and a subtle flick (reverse direction with the ball trapped). Of these, the former is the most spectacular and useful. Throw-ins have been improved with their strength selected by holding down fire. Corner kicks have been totally redesigned. First you select from nine strengths, then hold down fire to determine the height. Before the ball is kicked you can put left/right bias on it, then use aftertouch to bend it. It's a slightly trickier system, but you do get much more control with practice.

Other additions include a new 'Team' mode with one player always being nearest the ball while the other plays in position (even the goalie!). There are also two new kits (checked/different coloured trim) and four new pitches to load: bumpy (ball bounces unpredictably), muddy (brown and very sticky), icy (light blue and slippery) and Wembley (a slight variation on the normal pitch — disappointing).

So the 90 minutes are up, what's the final score? Well, £12.99 may seem a high transfer fee but it's justified by the sheer amount of extra features. You need a megabyte to get all the aesthetic improvements but it's the subtly different way the game plays that really makes *Final Whistle* worthwhile, the improved tactics and controls making for more skilful and exciting matches. Heartily recommended.

KICK OFF 2 CART

There's also good news for C64 footy fans: Anco are working on a cartridge version of *Kick Off 2*. They claim it will be completely different from the cassette/disk version, fully utilising the power of the cartridge. We await its Easter release with bated breath.



KONAMI-MIRRORSOFT MUTATION

After dominating Xmas sales with its Konami licence *Teenage Mutant Hero Turtles*, Mirrorsoft have won exclusive rights to future Konami titles. Given Mirrorsoft's previous commitment to high-quality, original 16-bit titles and the occasional film licence it's a dramatic departure for the London-based firm. Hopefully these future titles will give Mirrorsoft the option to convert from scratch, rather than using chronic foreign code which doomed *Turtles* to mediocrity.

The Japanese coin-op makers achieved huge success in the mid-Eighties with its ground-breaking *Nemesis* game, and followed up with a string of successes such as *Combat School*, *Green Beret* and *Hypersports* which were converted by Ocean for its prestigious Imagine label. More recently Konami achieved massive sales with the *Turtles* coin-op, an excellent game which oddly wasn't used for the Nintendo conversion (the basis for Mirrorsoft's home computer *Turtles*). Another recent hit was *Aliens* (a movie which has already inspired two independent home computer versions by Activision and Electric Dreams).

COMMODORE UPDATE

Although the C64GS had a disappointing debut, selling a modest 20,000, overall Commodore claimed its most successful Christmas ever with 150,000 C64s sold (out of 250,000 for the year). The Amiga also performed impressively with 140,000 being shipped to retailers in the last three months of 1990 (200,000 A500s for the year). National sales manager Kelly Sumner claimed 'demand outstripped supply yet again' and for 1991 expected sales of the C64 and console variant to 'better 200,000 units'. To help with the latter the dealer margins on the GS appear to have been altered with Dixons dropping its price to £80 in the January sales. A more dramatic price drop affects the CDTV, the CD ROM Amiga dropping £100 to £600 for a mid-March release (hopefully). For existing Amiga owners a CD690 CD drive has been unveiled which upgrades Amigas with a megabyte of memory to CDTV standard.

XMAS COCK-UPS

Virgin's omission of the final level on early versions of *Golden Axe* has been overshadowed by Ocean's misfit cartridges. *RoboCop II*, *SCI* and *Shadow Of The Beast* were all manufactured with the ROM card so far back in the cartridge it wouldn't fit in most C64s! As a stop-gap measure a notch was cut into early batches to remedy the problem, but the latest carts have the ROM card properly positioned.

Sadly ZZAP! itself was not immune to glitches, with last month's Amiga review of *Badlands* being replaced in the 'sophisticated' Mac department (a rival to the Film Planners From Hell?) by the dated C64 one (criticized in that issue) complete with a Speccy screenshot. The correct review is on page 73.


P
ZZAP! MEGA POSTER SPECIAL!
TURRICAN
2


CELAL

MAIL ORDER



BRAND NEW CONSOLE OUT NOW!

GAMATE ONLY £59.99!

The **HOTTEST & CHEAPEST** Gameboy contender in town.

Features:
- Dot Matrix LCD
- Single player or Dual player facility with optional lead
- Rechargeable battery pack or AC adaptor available separatley
- Extensive library of interchangeable Gamecards to guarantee continued excitement, only £14.99 each

The Pack includes:
- Game System Console
- Stereo Headphones
- Manual
- Gamemate Gamecard "Witty Apee"
- 4 AA Bateries

ONLY £59.99
Inclusive of FREE game & VAT



POSTERS £3.99

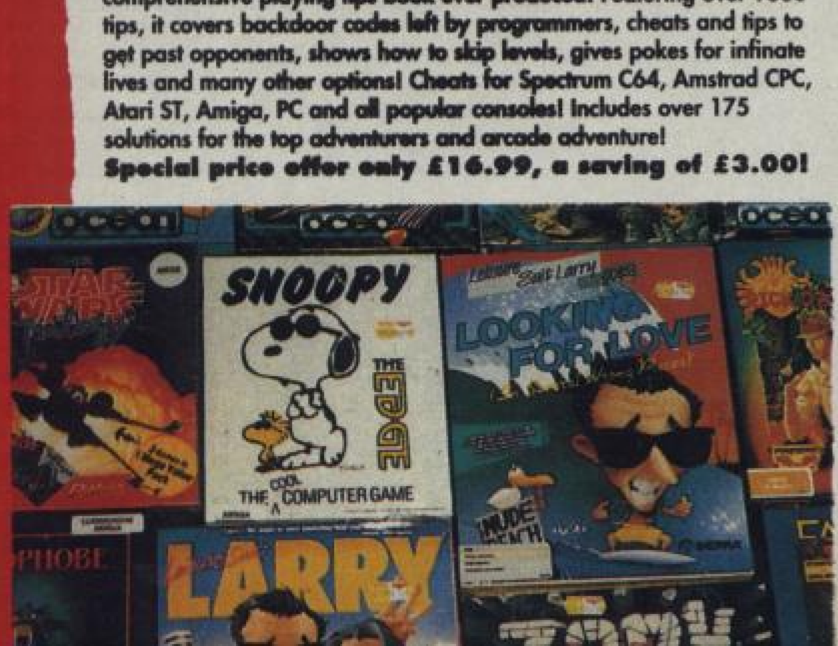
Colossal A1 size posters, featuring the best of Oliver Frey's artwork! Red Moon, Zombies of the Night, Kepler of Mars, Metro Force 1.



ZZAP! CAP £3.99
T.G.M. CAP £1.99

CORISH'S COMPUTER GAMES GUIDE

CORISH'S COMPUTER GAMES GUIDE is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinate lives and many other options! Cheats for Spectrum C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles! Includes over 175 solutions for the top adventurers and arcade adventure!
Special price offer only £16.99, a saving of £3.00!



The following consoles are available at £5 off recommended retail price. This is an amazing bargain you just can't miss out on!

	RRP	DEAL
ATARI LYNX incl. console, California Games & Videolink	179.99	174.99
NINTENDO GAMEBOY incl. console, earphones, videolink, Tetris game pack, batteries	69.99	64.99
NINTENDO CONTROL DECK incl. control deck, 2 controllers, Super Mario Bros game pack	79.99	74.99
NINTENDO MUTANT MACHINE incl. control deck, 2 controllers, Teenage Mutant Hero Turtles game pack, poster	79.99	74.99
SEGA MASTER SYSTEM incl. console, 2 joypads & Super Hang On	79.95	74.95
SEGA MASTER SYSTEM PLUS incl. 2 joypads, light phaser, Super Hang On & Sa	99.99	94.99
SEGA SUPER SYSTEM incl. console, 1 joypad, light phaser, 3D glasses, Super Hang On & Missile Defence	129.99	124.99
SEGA MEGA DRIVE (16 bit) incl. console 2 joypads, Altered Beast	189.99	184.99

The following GAMEMATE game cards are available (all at £14.99):

C1011	MONEY MAZE	C1007	GALAXY INVADERS
C1004	MIGHTY TANK	C1021	MYTH OF ASAMIA
C1006	MINI-GOLF	C1014	TIME WARRIOR
C1003	TENNIS	C1009	TORNADO
C1005	BRICK BLASTER	C1012	BASEBALL

PRICES INCLUDE POSTAGE, PACKING AND VAT. NO HIDDEN EXTRAS

Please note — all offers on this page are while stocks last, order now as our policy is first come first serve!

HOTLINE 9 to 5 pm 0584 875851

ZZAP! STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50



DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle.
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast Autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum 48K/128K/Plus/PLus2/Plus3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons engages Autofire.
OFFER £12.99

THE ZZAP! HOT SIX

TURRICAN II
(Rainbow Arts)
C64
£7.99/£11.99
SAVE £2.00/£3.00!
Amiga
£19.99
SAVE £5.00!

SUPER MONACO GP
(US Gold)
C64
£8.99/£12.99
SAVE £2.00/£3.00!
Amiga
£19.99
SAVE £5.00!

LAST NINJA III
(System 3)
C64 Cart
£21.99
SAVE £3.00

ELVIRA, MISTRESS OF THE DARK
(Accolade)
Amiga (1Meg)
£19.99
SAVE £5.00!

SPEEDBALL 2
(Imageworks/Mirrorsoft)
Amiga
£19.99
SAVE £5.00!

WELLTRIS
(Infogrames)
C64
£8.99/£12.99
SAVE £2.00/£3.00!
Amiga
£19.99
SAVE £5.00!

SOFTWARE MEGADEAL

If you wish to order any cassette or disk that is currently available please use the following Special Offer discount table to calculate your Offer price using the reccommended retail price as quoted on the software houses adverts

RRP	OFFERS	SAVE
4.99	3.99	1.00
7.99	6.44	1.55
8.99	7.24	1.75
9.99	7.99	2.00
10.99	8.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
15.99	12.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
24.95	19.95	5.00
29.95	23.95	6.00
34.95	27.95	7.00

CARTRIDGE SAVINGS

RRP	OFFERS	SAVE
19.99	17.99	2.00
24.95	21.95	3.00

FREE GAMES!

Furthermore, order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT HOTLINE

Please phone 0584 875851 now between 9 and 5pm and ask for Discount hotline and we will give you availability and release dates for your software order.

BACK ISSUES

LIMITED NUMBERS AVAILABLE!

The following limited stock standard issues are available for a measly £1.95 each.

5, 8, 12 to 25, 27, 28, 30 to 41, 46 to 49, 51 to 60, 64

The following MEGATAPE issues are at a premium and going like hot cakes! They are available at a mere pittance for £2.45 each.

26, 42, 43, 44, 45, 50, 61, 62, 63, 65, 66, 67, 68, 69, 70



HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require cassette, disk or cartridge format. Similarly, don't forget to indicate garment size for clothing. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only).Prices valid for UK/Eire/Europe only. For Overseas orders please add £2.00 per item for Air Mail delivery.

ZZAP! MAIL ORDER ISSUE 71

Name ______________________

Address ______________________

____

____

Post code ______________________

Tel no. ______________________

Method of payment (please circle) Access | Visa | Cheque | PO

Description	Format/Size	Price
	TOTAL ORDER	

Credit Card No [ ]

Expiry Date [ ]

Please make cheques and postal orders payable to ZZAP! ltd.

SEND THIS FORM TO:
ZZAP! Mail Order, PO Box 10, Ludlow, Shropshire, SY8 1JW

S U B S C R I P T I O N S !

subscribe now!

For just £23 and get a FREE GAME or JOYSTICK!

Roll up, roll up for this incredible offer. For just 23 quid, you get a year's subscription to ZZAP!, PLUS and it's a BIG PLUS...

● It's the offer of a lifetime, ladies and gentlemen, the stuff dreams are made of, the cream in a cream doughnut, the perforations in a tea bag, the lead in your pencil. So fill your boots up today and subscribe to ZZAP!. These people already have...

'ZZAP!'s the way I like it!' — KP and the Punshine Band
'I think ZZAP!'s the best magazine ever in the entire universe. And it's got me in it too!' — Phil King
'Damn fine magazine' — Special Agent Couper
'It's dead good fun!' — Laura Parma
'Diane!' — Frank Botcher

UK MAINLAND	**£23**
OUTSIDE UK	**£25***
OUTSIDE EUROPE	**£38***

***Free gift offer only applies for UK residents. All subscriptions outside UK are posted air mail!**



either a FREE £9.99 game of YOUR choice

or a Black or clear Powerplay Cruiser joystick.





NORTH AMERICANS!
ZZAP! has got its very own subscription and back issues sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel. 519 4211285 (or fax him on 519 4211873) - Visa accepted. Alternatively send your enquiries to British Magazine Distributors Ltd., 598 Durham Crescent, Unit 14, Woodstock, Ontario N4S 5X3, Canada.
Yearly subscription rates US $65, Canada CAN $75. Back issues US $5.45 Canada CAN $6.45 (inclusive of postage).

● By the way, here's what just a few of ZZAP!'s many celebrity readers have to say about their fave mag (ZZAP!, silly!)...

'Nice to read ZZAP!, to read ZZAP! nice!' — Bruce Forsythia
'I prefer it to a cup of tea!' — Boyo George
'I can't get enough of it.' — Pamella Bordello
'ZZAP!'s the way to do it! — Mr Punch
'I wouldn't drink anything else.' — Oliver Ride
'Burp!' — Clyde Radcliffe

CASTLE SOFTWARE

ACCESS NOW TAKEN VISA

CASTLE SOFTWARE
2 WILLIAM
CLOWES STREET
BURSLEM
STOKE ON TRENT
ST6 3AP
TEL: 0782 575043

SALE SALE SALE SALE SALE SALE

C64 CASSETTES

TURRICAN 2	7.99
CREATURES	7.99
HUNT RED OCTOBER	7.99
SHADOW BEAST (CART)	21.99
LAST NINJA 3 (CART)	21.99
VENDETTA (CART)	21.99
NINJA REMIX (CART)	21.99
NIGHT SHIFT	8.99
CYBERBALL (CART)	17.99
UN SQUADRON	8.99
BACK TO FUTURE 3	8.99
EDD THE DUCK	7.99
ESWAT	8.50
MUTANT HERO TURTLES	9.99
GOLDEN AXE	8.99
DAN DARE 3	7.99
MONTY PYTHON	7.99
DOUBLE DRAGON	2.99
LAST NINJA	2.99
WEC LE MANS	2.99
FLIMBOS QUEST	7.99
MIDNIGHT RESISTANCE	7.99
RAINBOW ISLANDS	7.99
SHADOW WARRIORS	7.99
RICK DANGEROUS 2	7.99

C64 CASSETTES

AFTERBURNER £2.99

R-TYPE £2.99

OP WOLF £2.99

WARRIORS £2.99

IKARI £2.99

BLOOD MONEY £3.99

GRAND MONSTER SLAM £3.99

KICK OFF £3.99

KLAX £3.99

C64 CASSETTES

CHASE HQ 2 (CART)	17.99
PANG (CART)	17.99
NARC (CART)	17.99
EMPIRE STRIKES BACK	2.99
STAR WARS	2.99
RETURN OF JEDI	2.99
SNOW STRIKE	8.50
LINE OF FIRE	8.50
STRIDER 2	8.50
TOTAL RECALL	8.50
SPIDERMAN	7.99
SUPER OFF ROAD RACER	8.50
GREMLINS 2	8.50
LOTUS ESPRIT	7.50
SUMMER CAMP	7.50
KICK OFF 2 SPEC	7.99
INTERNATIONAL 3D TENNIS	7.99
WONDERBOY	2.99
FERRARI FORMULA ONE	2.99
WIERD DREAMS	3.99
SALAMANDER	2.99
SKATE OR DIE	2.99
BLUE ANGELS	2.99
RUN THE GUANTLET	2.99
GHOSTS N'GOBLINS	2.99

C64 CASSETTES

RAMPAGE £2.99

RASTAN £2.99

TARGET RENEGADE £2.99

MENACE £2.99

CAPTAIN FIZZ £2.99

W C LEADERBOARD £2.99

QUEDEX £2.99

BUGGY BOY £2.99

C64 CASSETTES

PLATOON	2.99
MATCHDAY 2	2.99
MR HELI	3.99
NODES OF YESOD	2.99
MUSIC CON KIT	4.99
MOTOR MASSACRE	2.99
LORDS OF CHAOS	3.99
GILBERT	2.99
GREEN BERET	2.99
GAME OVER 2	2.99
GREAT ESCAPE	2.99
HIGH NOON	2.99
IK+	2.99
SCRAMBLE SPIRITS	2.99
SUPER CYCLE	2.99
720	2.99
PITSTOP 2	2.99
HARDBALL	2.99
FOOTBALLER OF THE YEAR	2.99
SNARE	2.99
TUSKER	2.99
SUPER HANG ON	2.99
SANXION	2.99
X OUT	2.99
TIME SCANNER	2.99

C64 CASSETTES

TOP GUN	2.99
VIXEN	2.99
URIDIUM	2.99
VENDETTA	4.99
C YEAGER FLIGHT SIM	2.99
GALACTIC GAMES	2.99
TRANTOR	2.99
GUANTLET	2.99
WORLD GAMES	2.99
STREET FIGHTER	2.99
SPY HUNTER	2.99
CRAZY CARS	2.99
LEADERBOARD	2.99
BIGGLES	2.99
BEDLAM	2.99
SHADOW OF MORDOR	2.99
BATMAN CAPED	2.99
THE DEEP	2.99
BARBARIAN	2.99
ENDURO RACER	2.99
DYNASTY WARS	3.99
FROST BYTE	2.99
DOMINATOR	2.99
DARK FUSION	2.99
CHAMBERS OF SHAOLIN	3.99

ALL ORDERS SENT 1ST CLASS POST. P&P UNDER £5 IS 75p, OVER £5 ISFREE.
FAULTY GOODS REPLACED WITHOUT QUESTION STOCK ITEMS DESPATCHED BYRETURN.

SALE SALE SALE SALE SALE SALE

C64 CASSETTES

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy, Magicland Dizzy.
THE LOT FOR ONLY
£9.99

MAG 7
Head over heels, Cobra, Short Circuit, Frankie, Arkanoid, Wizball, Great. Escape.
NOW ONLY **£4.99**

WICKED GIANT GAMES PACK
50 CLASSIC GAMES FOR YOUR C64 NOW ONLY **£9.99**

C64 CASSETTES

EDUCATIONAL CARTRIDGE

AGE RANGE 7-12 YEARS

SEA SPELLER
(LANGUAGE SPELLING)

LEARNING VALUE:-
SEA SPELLER FOCUSES ON HOW LETTER AND LETTER COMBINATIONS ARE USED IN SPELLING. THE WORDS HAVE BEEN CAREFULLY CHOSEN TO HELP CHILDREN RECOGNISE COMMON SPELLING PATTERNS AND RULES.

RRP £19.99

NOW ON OFFER
£9.99
ON CARTRIDGE

BE QUICK FOR THESE WON'T LAST LONG

C64 CASSETTES

KNIGHTMARE	3.99
KARNOV	2.99
BANGKOK NIGHTS	3.99
DARKSIDE	3.99
SPORTS PACK	3.99
3 STOOGES	3.99
LAST NINJA	3.99
SUPER HANG ON	3.99
NORD AND BURT	3.99
SORCEROR	3.99
SEA STALKER	3.99
STAR CROSS	3.99
MOON MIST	3.99
BORDERZONE	3.99
STATIONFALL	3.99
HOL:YWOOD HIJINX	3.99
LUFKING HORROR	3.99
SHERLOCK	3.99
ZORK I	3.99
ZORK II	3.99
ZORK III	3.99

Please send me the following titles ZZ 03

Tiltle	Cass or Disk	Amount
	P & P (if applicable)	
	Total Amount	

Name ....

Address..

....

....

....

Telephone No..

STICKY moments

Nowadays joysticks are as fashion conscious as Julian Clary, with a new range coming out every six months if not more often. But underneath all those glamorous curves is there actually a righteous set of microswitches? Is the stick all show, or is it the ideal mate for your computer? To find out we put the sticks through four gruelling tests.

1. Venom Wing (Thalamus). This simplistic Amiga blast-'em-up is ideal for testing the speed and precision of the stick.
2. Creatures (Thalamus). Lots of diagonal leaping about, and intelligent control system.
3. Combat School (Hit Squad). A veteran joystick-waggler which is the ZZAP! favourite of this type of game and perfect for demolishing sticks.
4. The Window Drop. Not a game, simply vandalism. Joysticks are tossed out the first floor window to fall on a hard gravelly floor.

TOPSTAR
(Quickjoy, £23.95)

● This has to be the ultimate in design overkill with a transparent base to show off four gleaming shock absorbers! Are they really necessary? More usefully the tinted plastic allows you to see all the movement microswitches in action, plus the connection wires.

Probably to keep this design clean there are no base fire buttons, merely trigger and thumb switches. The latter has a permanent autofire: if you hold down fire a constant stream of bullets should emerge. Quite a few joysticks use this, but it can be a problem when you can't turn it off. Games such as *Creatures*, which require the fire button be held down for special actions, become confused by the autofire and unplayable. Fortunately then, the Topstar's trigger button doesn't have autofire, giving you almost the best of both worlds (a simple autofire on/off switch with variable speed control would've been best of all).

There's also a small switch for slow motion. Unfortunately this doesn't work as one might expect. On *Kick Off 2* it reduced my player to a snail's pace while everything else whizzed around at normal speed. A bit pointless, methinks.

1. The microswitches are surprisingly responsive; the lightest movement of the handgrip is effective. However the joystick doesn't stop when contact is made, but moves quite a bit further than necessary, resulting in a loose feel. Positive factors such as the reassuring click of the microswitches and a relatively speedy autofire can't really compensate.
2. Initially *Creatures* was a little tough, but after a few goes I got the hang of the responsiveness — and the tendency to slip into diagonals — so I could get quite far. The looseness meant I wasn't all that comfortable with it in really tight situations, but it wasn't too bad. Also the four sucker feet helped keep it solidly anchored to the desk.
3. Arrgh! The long travel makes this a nightmare for getting up any kind of speed! And while the base looks solidly durable, the plastic grip around the metal shaft could be twisted through almost 90 degrees. Worrying.
4. Ka-bang! The weight of the joystick led to the plastic bottom breaking away from the rest of the base. Unlikely to happen falling off your desk, but the weight means it's not as invulnerable as it looks.
ZZAP! Verdict: ★★ All pistol-grip joysticks suffer from putting so much plastic between you and the microswitches at the base. With the Topstar, lengthy travel combined with high responsiveness makes for a loose feel which works against precision. It's a problem at this price, but not too bad for this type of joystick.





STARFIGHTER 1
(Quickshot/Bondwell, £34.99)

● Infra-red seems to be the coming thing, with the CDTV having all its controls from joystick to keyboard designed for IR. The Starfighter is the latest, and possibly the slickest remote joystick system coming with two controllers. The way it works is that you perch the IR receiver on top of your computer and plug it in via two standard joystick cables. It draws all its power from the computer, so no need for batteries here. The two controllers are a different matter, however — to transmit the IR control signals these require 4 AAA batteries each (approx. £6 for 8).

The controllers are festooned with switches, but Start, Select and Slow Motion only work with the Nintendo. A second fire button is also for consoles, but in Sega mode it worked perfectly with Amiga *Line Of Fire* — duplicating the grenade button. Movement control is by a small joypad disc. There are two sliding switches: the first sets the controller for player 1 or 2 (giving plenty of opportunity for cheats to interfere with another player's go!) and the second switches the autofire on/off as well as turning power off. The whole system is very well finished, an attractive mix of matt and shiny plastic with colourful switches.

1. Joypad discs are rarely good at this sort of game, but the Starfighter is particularly bad, being too small and slipping into diagonals much too easily.
2. Really bad, the diagonals problem means leaping up to take out some baddies is invariably risky as you might end up slipping into a lethal forward leap.
3. Tiny joypad strikes again, too small to be able to get a good rhythm on it.
4. With batteries the controllers are heavy enough to make a loud bang on landing, which could loosen interior connections if you were clumsy enough to keep dropping them. The actual control disc should last a long time.
ZZAP! Verdict: ★½ A nice looking system, with effective IR (if you're sure you need it), and reasonable value for money for two players. Unfortunately the control discs are unbelievably fiddly.



FLIGHTGRIP 1
(Quickshot/Bondwell, £8.99)

● Shaped like a stubby pair of handlebars, this two-handed

controller is one for thumb freaks. Holding the grips with your fingers, your left thumb rests over a raised control disc while your right hovers over a fire button. For traditionalists a second fire button lies under the right index finger. On top of the controller there's an on/off switch for autofire, plus the standard Quickshot computer selector (Commodore or Atari/MSX/Amstrad CPC/Sega Master System (Not Megadrive)).

1. The joypad is exactly the same as on the Starfighter, but it's slightly raised and the way you hold it means it works a lot better. Despite the weirdo looks it's quite comfortable to hold and use, although on long games it's a bit tiring not being able to rest it anywhere. The autofire is reasonably rapid, but why do you have hold down fire after turning it on?
2. Strangely enough it's quite good. After a bit of play all the directions are easily accessible.
3. You've got to be kidding! It's just not designed for waggling, or whatever the joypad equivalent is.
4. Lands with a thunk, but the nicely finished plastic is rugged enough and, as with most joypads, is likely to last a long time.
ZZAP! Verdict: ★★★ Odd, but effective and relatively cheap — this is good fun.



FLASHFIRE AUTOFIRE

(Flashfire/Euromax, £9.95 Black, £11.49 Clear)

● A variation on the classic Quickshot II this; the pistol grip has trigger and thumb fire buttons while the rounded-off, blocky base has four sucker feet, another fire button and an autofire on/off. Inside there's a leaf-switch set-up.

1. It's a bit loose and not particularly precise, but it's quite fast with an okay feel, while the autofire is reasonably rapid. The base fire button is overly stiff, however.
2. Not perfect, but again reasonable. The grip is a bit odd, though, lacking an indent for the thumb and so a touch uncomfortable.
3. Surprisingly rapid, allowing a good burst of speed to be developed.
4. Bounces right back up again! Tough plastic for both versions means this will take some breaking, although as with all leaf-switches lengthy use may bend leaves out of shape. Also the 9-pin plug is flimsy and could break if you keep yanking it out of your computer.
ZZAP! Verdict: ★★★ **and** Not a bad stick, but there's a lot of similar sticks around for less.

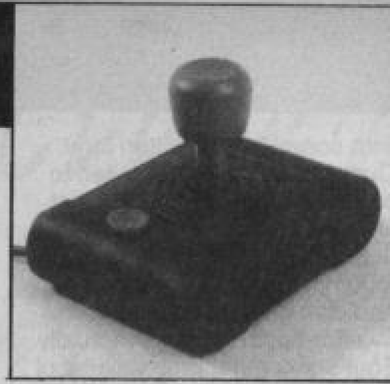
APACHE 1

(Quickshot/Bondwell, £6.99)



● Quickshot continue to set the standard for good looks. For a mere £7 the Apache has a real '90s feel, with sleek moulding and an attractive Stealth-like black finish, plus two red fire buttons. In fact the stick is *too* smooth, as there's no notches on the stick to provide good grip. But for the price you can't argue.

1. For *Venom Wing* you need lots of bullets fast and the main fire button is very lacklustre, with no click, indeed no response to suggest firing. The top round button proves a poor alternative due its small size and being similarly mushy. The directions are also a little vague and silent, being leaf-switch, but it's quick to respond and not bad.
2. Precision is vital in *Creatures* and the joystick is relatively loose, so centring isn't so good and there's little to stop the joystick slipping into the diagonals — fatal with this type of game. There's a slight tendency to overrespond to prolonged movements (especially jumping) but otherwise it's okay.
3. The *Apache 1* is deceptive: a soft feel to movement and suggests limited durability. But a few games proved otherwise with short, sturdy travel allowing good speed to be built up. The casting of the grip and its base connection proved solid enough to make for a stick that'll last.
4. Clunk! Seems solid enough and the matt finish doesn't show scratches.
ZZAP! Verdict: ★★★ Nice design with dull sensation of movement but it's a quick responder and durable.



BEP BOP

(Flashfire/Euromax, £6.95)

● An original name for what is a standard base with fairly original grip design, 'lovingly' titled Stumpy by us. The surprisingly short grip is ill-matched to its normal-sized base and with one fire button it's short on extras (just about acceptable given its price).

1. The sparsity of fire buttons suggests the Bep Bop wasn't designed with shoot-'em-ups in mind. One small left-side fire button is all you get, the button being far too stiff to build up any decent fire speed, proving uncomfortable and very tiring to use.
2. The Bep Bop is quick to centre and the length of travel is about right for a normal stick. Unfortunately the Bep Bop doesn't exactly have a normal-sized grip and the travel is just too far, the stick being pushed right to the corners and held there to make Clyde do anything like a normal jump. This leads to a vagueness and overemphasis on moves that makes playing *Creatures* a difficult process.
3. What it lacks in positive response and precise movement it makes up for when it comes to bashing it around in all directions. Record times in *Combat School* were scored with this one! The stick took its punishment admirably and loosened up considerably with use.
4. The plastic lacks the smooth finish of other sticks, but it's certainly rugged enough to absorb this fall. But the 9-pin plug to go into the computer is on the flimsy side.
ZZAP! Verdict — ★★ A cut-price stick offering cut-price performance.



PYTHON

(Quickshot/Bondwell £9.99)

● Yet another pistol grip-style stick but at least it looks good with its two fire buttons under thumb and index finger and its nicely moulded grip. Handheld operation is possible, but it tends to cause hand cramp after a while. Like the Maverick this stick is blessed with four base suckers for tabletop use, but for some reason it isn't quite as stable. The obligatory autofire facility is present, and the switch is thoughtfully placed under the player's thumb. However leaf-switches rather than microswitches are used all round.

1. The shaft has a short travel but is fairly loose, thus making diagonal movements a mite difficult. The autofire works okay, although gunfire is in short bursts rather than a steady stream.
2. Due to the difficulty in obtaining diagonals the Python loses ground slightly on *Creatures*. Also, the fire buttons aren't quite as responsive as one would like. But the short length of travel again makes up for these slight moans.
3. The Python stood up to the waggle test well, but there are long-term doubts as to durability. The loose handle doesn't lend confidence.
4. At least there was no visible damage when the Python hit the ground and performance seemed unaffected on subsequent testing.
ZZAP! Verdict ★★★ Despite the slight control niggles, ten quid isn't too high a price to pay, and the Python is certainly worthy of consideration.

MAVERICK

(Quickshot/Bondwell £14.99)

● The Maverick is a chunky beast with a large rectangular body, two fire buttons and a large red topped stick. Of course with its bulk it can't be held in the hand, but four large suckers will secure the joystick firmly to any flat surface. The bright red fire buttons and ball handle are certainly eyecatching, and one interesting feature is the ability for two players to use the same joystick. This is made possible with two connector leads and a bright blue button to switch between the two players, but this isn't much use in a simultaneous two-player game! Like a couple of the other sticks reviewed in this round-up the Maverick has a slow motion switch, but this is for Nintendo only.

1. The length of stick travel is short, so fast, precise moves are possible and diagonals are just as easily obtained. The fire buttons are large enough to whack in a panic situation and respond with a solid click. The autofire also works pretty well.
2. As before, the short stick travel allows Clyde deft diagonal ramblings. Throughout the game our furry hero needs to move fast and the Maverick delivers the goods.

3. The Maverick is as tough as it looks. After many hours of punishment this contender looks (and sounds) as good as it did when first taken out of its packaging. It'll be a contest to see which you can bust first, the Maverick or your arm.
4. When dropped from the window the Maverick fell on our



beloved Production Director's Cavalier SRi and dented the roof (oops!). Needless to say, the Maverick survived the fall very well.
ZZAP! Verdict: ★★★★ The Maverick is a great all rounder that looks good and performs well. At fifteen quid the Maverick is good value for money.



CHEETAH ANNIHILATOR

Only available with C64GS (one included free) or in a special £29.99 pack which includes one stick and the four-game GS cartridge — *Klax, Fiendish Freddy, International Soccer* and *Flimbo's Quest*).

● This cream-coloured stick with red trim is a combination of two joysticks: the grip is from the Cheetah 125 while the compact base comes from Cheetah's Exterminator stick. The standard fire-button action comes from the trigger and thumb buttons, while the single base button acts as the secondary fire action. As a sticker points out, the rewired base button obviously won't work with software not written for it. Currently that seems limited to some cartridge software (most System 3 games (for picking up usually), plus *SCI* (turbo), *Robo II* (jump)) but hopefully even tape and disk games may support two-fire-button sticks eventually. Four sucker feet provide a bit of desktop stability, while the base is small enough for comfortable handheld play if your hands are adult-size.

1. A short travel and good directional control make this pretty effective. The fire buttons have a good feel, although unfortunately the one best suited for building up rapid fire is the base button, which is the secondary button most likely used for selecting, not firing weapons. An autofire would've been useful as well, but that's probably asking a bit much of a low-cost stick.
2. With this type of stick a certain soggy looseness is inevitable. However, the Annihilator performs better than expected: all the directions were easily accessible and it could be trusted in all but the tightest of situations.
3. Despite the size of the handle, there's quite a short travel which makes building up speed fairly easy. The leaf-switches won't last as long as microswitches but it's good for this type of joystick.
4. Hardly a scratch. The plastic is tough and the stick lightweight enough to mean the only thing likely to break are the leaf-switches, eventually.
ZZAP! Verdict: ★★★ A surprisingly good low-cost stick.

CONSOLE STICKS

● If you've got *SCI* or *RoboCop* you'll know these carts give an option for a GS joystick. This is basically a standard joystick wired up for a second fire button. The Cheetah Annihilator supplied with the GS is available separately with the four-game cart for £29.99. But what about other sticks? As the Annihilator is solely available through Commodore, makers Cheetah are considering producing another version to sell themselves. Quickjoy's Richard Sekula is in a similarly thoughtful mood: rewiring a stick for the GS could be done 'very quickly' but first he's waiting to see what the demand is. Euromax's Richard Parsons was more positive. Although initially unaware of the GS's twin fire buttons, a couple of hours after speaking with us he promised a GS Flashfire would be in the shops very shortly with two fire buttons! That's fast action, and the stick will, of course, work with both GSes and C64s.

BEST OF THE REST

CRUISER

(Powerplay, £12.99 Black or Clear Autofire)

★★★★★ — Probably the best all-round stick with a unique design: two large fire buttons inset into a large rounded base, and an easy-to-grip ball-type handle which has three 'stiffness' settings. It's very comfortable to use, extremely durable, and the microswitches make it ultra-responsive. The only slight flaw is that the Clear version is the only one with autofire, and this is activated by simply holding down fire. It can't be turned off so there's problems with games such as *Creatures*.

COMPETITION PRO

(Dynamics, £14.95)

★★★★ — The classic joystick design with two large fire buttons on the boxy base and ball-type handle. The directions are microswitched but unfortunately the fire buttons use less responsive leaf switches — the only flaw in an otherwise excellent stick.

ZIPSTICK SUPER PROFESSIONAL

(Sonmax, £13.95 Standard, £14.95 Autofire)

★★★★ — As with the Pro, this has two large fire buttons on the base and a ball-type grip. It comes with four suckers for tabletop adhesion, but is small enough to be held in the hand. Fully microswitched and in stylish black and yellow this is highly recommended.

PROFESSIONAL 9000 DELUXE

(Euromax, £24.95)

★★★★ — The ball-grip of the standard 9000 has been restyled to incorporate a fire button, while one of the base buttons includes a rapidfire which is varied by twisting the button about and also turned on/off.

THE ARCADE

(Euromax, £17.95 Standard, £19.95 Turbo)

★★★★ — Another ball-type grip, but this time the base is triangular and great for holding in the hand. Directions are microswitched, but the soggy fire button is leaf-switch. The Turbo version has autofire and a Pro 9000 grip.

ULTIMATE RAPIDFIRE

(Euromax, £22.95)

★★★★ — Possibly the best of the mega-sticks, this uses the familiar ball-type handle but the base is massive with four fire buttons and LEDs which light up when fire is pressed! More usefully the rapidfire rate can be varied or just turned off. Movement microswitches give a precise, bouncy feel, while the leaf-switch fire buttons take some hammering. Suction cups provide secure tabletop play.

SPEED KING

(Konix, £9.99 Standard, £10.99 Autofire)

★★★★ — This one's been around for a few years now and its popularity isn't surprising. It's very responsive and extremely ergonomic, fitting comfortably into the palm of the hand. The fire button is positioned on the right-hand side of the rounded base. However, while fine for most games, this strange position can cause problems (ie severe hand cramp — known as 'Konix wrist') with fast firing shoot-'em-ups. So Konix have come up with the answer: an autofire version. The Speedking is now even better than before — the best handheld stick around.

TO BE NOTED

● MICROSWITCHES are, obviously enough, small switches depressed by joystick movements with an audible click. They're generally very reliable and responsive. LEAF-SWITCH joysticks use a thin piece of cross-shaped metal which makes electrical contacts when pushed down by the stick. Prolonged use can bend the metal out of shape, or even snap it.

TRAVEL is the distance the joystick has to travel between being centred and making a movement contact.

All the joysticks reviewed are guaranteed for 12 months.

Get into the picture

Probably the best joysticks in the world!



STAR PROBE



* Eight highly sensitive light touch MICROSWITCHES * Unique ergonomically designed control handle. * Built in **AUTO FIRE** * Indestructible METAL SHAFT * +2, +3 Selector Connector * Four fire buttons * 12 month warranty * Automatic Centering * High impact robust body * Heavy duty base with strong stabilising suction cups * Eight directional control * On table or in hand operation * Compatible with ZX Spectrum 16k, 48k, 128k (Interface sold separately) +2, +3, Commodore 64, Vic 20, C64, Plus 4 (adaptor sold separately), Amstrad, Atari, etc.

£14.99

MACH I

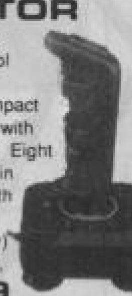


* Deluxe, robust construction
* Comfortable rugged hand-grip,
* 8 directional control with automatic centering
* Heavy duty base with strong stabilizing suction cups
* Highly sensitive light touch **MICRO SWITCH** fire buttons
* Ergonomically designed control handle with indestructible **METAL SHAFT**
* Built in **AUTO FIRE** function.

Mach 1 Joystick compatible with:
* Sinclair ZX Spectrum 16k, 48k, 128k, +3 (interface sold separately). * Amstrad Computers
* Commodore 64 and Vic 20 Computers
* Commodore C16 & plus 4 Computers (adaptor sold separately) * Atari 2600 & Atari 5200 Video Game Systems * Atari Home Computers etc.

£10.99

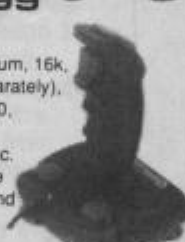
EXTERMINATOR



* Two ultra sensitive fire buttons * Ergonomically designed control handle * 12 months warranty * Automatic centering * High impact robust body * Heavy duty base with strong stabilising suction cups * Eight directional control * On table or in hand operation * Compatible with ZX Spectrum 16k, 48k, 128k, +2, +3 (interface sold separately) Commodore 64, Vic 20, Amstrad, Atari, etc.

£5.99

125+

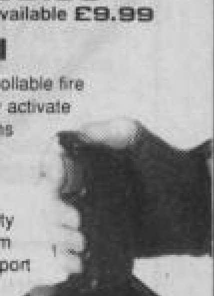


* Compatible with ZX Spectrum, 16k, 48k, 128k (Interface sold separately), +2, +3, Commodore 64, Vic 20, C 16, Plus 4 (adaptor sold separately), Amstrad, Atari, etc.
* Four extremely sensitive fire buttons * Uniquely styled hand grip * Auto fire switch
* 12 months warranty
* +2 Selector Connector

£8.99

125 SEGA version available **£9.99**

125 Special



* Four independantly controllable fire buttons, each of which may activate its own assignable functions
* Centre return
* Extra strong stabilising suction cups * Auto fire facility * 12 months warranty
* Compatible with Spectrum 16k, 48k, 128k (using dual port interface), +2, +3, Atari, Commodore 64, Amstrad, CPC range (with adaptor) etc.
* 8 directional control.
* Unique rotate function.
* Ergonomically designed hand grip.
* Rugged long life contacts.
* Also functions as standard type joystick.
* State computer type when ordering.

£12.99

All specifications and prices subject to change without notice.

Prices include VAT, postage & packing Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome.

ACCESS

VISA

Cheetah products available from branches of

Argos Dixons Harrods WHSMITH

High St. Stores and all good computer shops or direct from Cheetah.

CHEETAH

CHEETAH INTERNATIONAL LTD.
Norbury House, Norbury Road,
Fairwater, Cardiff U.K. CF5 3AS.
Telephone: (0222) 555525
Telex: 497455 Fax: (0222) 555527



BLITZ!

loads of games for not much cash!

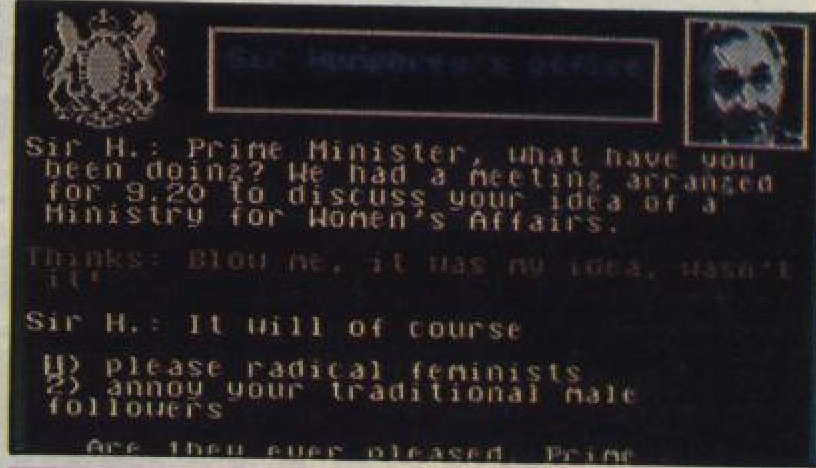
pocket money purchases

3-D PINBALL
● Mastertronic Plus, C64 £2.99

Computer pinball sims never seem to work. Maybe it's because most of the fun of the real thing is the physical interaction with the table: knocking a real ball against real targets and giving the table a real whack on the side every now and then. Knocking a circle around a computer screen is hardly comparable.

3-D Pinball tries to create some realism with a 3-D view of the table but it's still a load of old pinballs really. The graphics are okay with a fair 3-D effect but with just the one table layout, continually flipping the ball soon gets repetitive. In addition, there aren't enough features on the table — I wouldn't even play it if it *was* real. In fact, I enjoyed playing the Invade-a-load more than the game itself. *3-D Pinball* is yet another flip flop. Thankfully programmer Stephen Walters' latest game, *Tilt*, is a lot better and he's currently developing a full price game.





YES, PRIME MINISTER
● Mastertronic Plus, C64 £2.99 (Rerelease)

A week in politics is a long time; about five days. That's how long you, Jim Hacker, have to survive as Prime Minister in this computerisation of the award-winning TV comedy series.

The main screen is your office interior, equipped with several devices (accessed by moving a pointer over them), most of which supply you with useful information about current political events. A door leads to the outside world where you can meet with Sir Humphrey (your Cabinet Secretary), Bernard (your Private Secretary) and various guests. In conversation, you get to choose multiple choice replies, thus making political decisions. Occasionally, you can give a more accurate response by using a Hackergram — a graph where you position a cursor to indicate exactly how you feel about a subject. Making the right decisions increases your poll rating — your aim is simply to survive through the five separately loaded days.

Yes, Prime Minister is a real oldie, first reviewed in Issue 32, earning a mere 38%. Paul Sumner thought it was 'playable and extremely witty, but the problems don't change from game to game...the "script" is very similar to the original TV series, but unfortunately the jokes wear thin once they've been endured a couple of times.' The original £15 price tag also brought harsh criticism. At three quid, the repetitiveness is more acceptable and the satirical humour is very amusing — at least for the first few goes.

OVERALL 58%

ELIMINATOR
● Players, C64 £2.99 (Rerelease)

Naughty, naughty Players! The C64 packaging for this old Hewson game quotes ZZAP! as saying 'brilliant gameplay' and giving it 89%. Quite accurate — for the Amiga version — but the C64 only got 74% and a distinctly mixed reception in Issue 48.

The game is basically an all-out blast-'em-up. The eponymous eliminator craft is racing along with plenty of stuff designed to stop him reaching the end of a level. There's indestructible walls to avoid, or leap over, bouncing and homing baddies, and barriers which can be blasted. To begin with, your craft is armed with a single shot laser but this can be upgraded by collecting revolving pyramids. Dual-fire, side-fire and rapid-fire cannons plus bouncing bombs are all available along with vital ammo. Once collected you can swap between the weapons as the situation demands. It's simplistic, but passwords every so many levels lessens repetition. On the Amiga the speed made for an impressive game (in those days), but the C64 version sadly isn't quite so fast.

Kati thought the action bits were good fun, but there were too many long stretches of nothing much to do. Gordon agreed, 'the whole thing doesn't move fast enough to give it that extra edge'. Maff didn't deny these problems but praised 'a truly convincing feeling of movement' and gave it the thumbs up. Certainly the game still looks pretty good, fast with good, swooping hills, and attractive sprites, plus a good Maniacs of Noise tune. It's ultimately repetitive, of course, and the objects can be tough to distinguish in the distance, but speed freaks will like it on budget.

OVERALL 71%



5 FAB WAYS 4 YOU 2 WIN!

1



WIN THIS 720 SKATEBOARD ARCADE GAME!

0898 101961

2

WIN THIS BIKE!

YOU COULD WIN THIS 50cc SUZUKI JUNIOR MOTORBIKE IF YOU CALL 0898 101997



4

WIN A CD HIFI & £100 OF CD'S!



CALL 0898 101993

3

WIN £200 TO SPEND ON THE SOFTWARE OF YOUR CHOICE!

0898 101965

5



5 NINTENDO CONSOLES 2 BE WON!

0898 101964

WHY NOT ADVERTISE FOR FREE IN MEGA MAIL!!

HAVE YOU GOT TOYS YOU'D LIKE TO SWAP OR A BIKE YOU'D LIKE TO SELL? WOULD YOU LIKE A PENPAL OR TO SAY HELLO TO YOUR FRIENDS? WELL YOU CAN DO ALL OF THIS AND MORE WITH MEGA MAIL SIMPLY BY FILLING OUT THE COUPON BELOW, AND THEN CHECKING OUT YOUR ADVERT IN THE MEGA PRIZE MAGAZINE EVERY MONTH!!

ADVERT: TOYS COMPUTERS BIKES SKATEBOARDS PENPALS HELLOS MISC

DETAILS: FOR SALE TO SWAP WANTED MESSAGE **(PLEASE TICK YOUR CHOICES)**

WORDS:..

....(MAX 24 WORDS).

NAME:.......................................ADDRESS:.......................................

POSTCODE:.......................................PARENTS SIGNATURE (IF UNDER 18):.......................................

SEND TO: MEGA MAIL, SANDYLANDS HOUSE, MORECAMBE, LANCS, LA3 1DG

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. Pepperoni Ltd, Sandylands House, Morecambe, LA3 1DG. Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.



FIRELORD

● Players, C64 £2.99 (Rerelease)

Released way back in February 1987, *Firelord* is perhaps most notable as the project which so exhausted Steve Crow that he gave up solo projects to concentrate on graphics. 1985's programmer of the year thus teamed up with Mark Kelly to do *Turbo Out Run* and *Golden Axe*. Speccy *Firelord* itself won a Smash, but John Cumming's C64 conversion received just 68% in Issue 22. Richard Eddy thought it 'one of the most beautiful games ever to grace the C64', but Paul Sumner and Julian Rignall were both tired of 'mediocre arcade adventures'.

The plot is the familiar one of a cursed land, this time the culprit is an evil queen misusing the legendary Firestone. To lift the curse someone must get the four charms of eternal youth. Sir Galaheart volunteers for the job, which is presented in flickscreen fashion. Each screen rapidly becomes filled with enemy knights and other villains, but simply being quick on the trigger button isn't enough. Objects, scattered all over the place, can be traded with various characters. To do this you enter houses where the screen changes to show a face and objects or services (such as vital information) on offer. You can even try stealing, but if you get caught trial consists of pressing fire as the cursor flicks between 'innocent' and 'guilty'. A guilty verdict costs you your life.

Firelord does have good backdrops, but the enemy sprites are all monochromatic and the main character is weak too. The Spectrum origins of the game are obvious, right down to the click-click of the knight's footsteps. It's basically a 500-screen maze game with plenty of baddies to shoot and objects to find. *Sabre Wulf* in essence, but with trading added on. Despite the nice backdrops and a good intro tune, it looks ancient. At full price it would be a joke, but at £3 it competes with outright Spectrum ports such as *Dizzy* so it's worth a look for mapping fanatics.

OVERALL 62%



TURBO KART RACER

● Players, C64 £2.99

According to Players, kart racing is 'the MOST EXCITING MOTOR SPORT known to man today', which is no doubt why it gets so much coverage on TV! But hype aside, there's thankfully little scenario. The game is basically an overhead-view, multidirectionally scrolling race game with a split-screen which makes two-player games possible. Three karts take part in the race qualification for the next race resting on beating the computer cars. There's various objects littering the track which can be picked up: wrenches allow add-ons such as extra speed, acceleration and so on to be purchased.

Kart scores high for presentation, with two ways of controlling the kart (either rotate and forward to accelerate, or simply push in the direction you want to go), a track demo, a monochromatic 'race complete' screen, practice option, high score table and the option of continuing on the last track you reached.

But what about gameplay? Well, to begin with your tiny kart is tricky to control, resulting in plenty of frustrating crashes. However if you persist, getting to know the tracks and control system, the game opens out into a surprisingly playable little racer. Later tracks are more sophisticated, stopping the helpful arrows on the road and adding walls which open and close. Add an excellent two-player mode (very useful when the computer players are so tough) and you get a budget bargain!

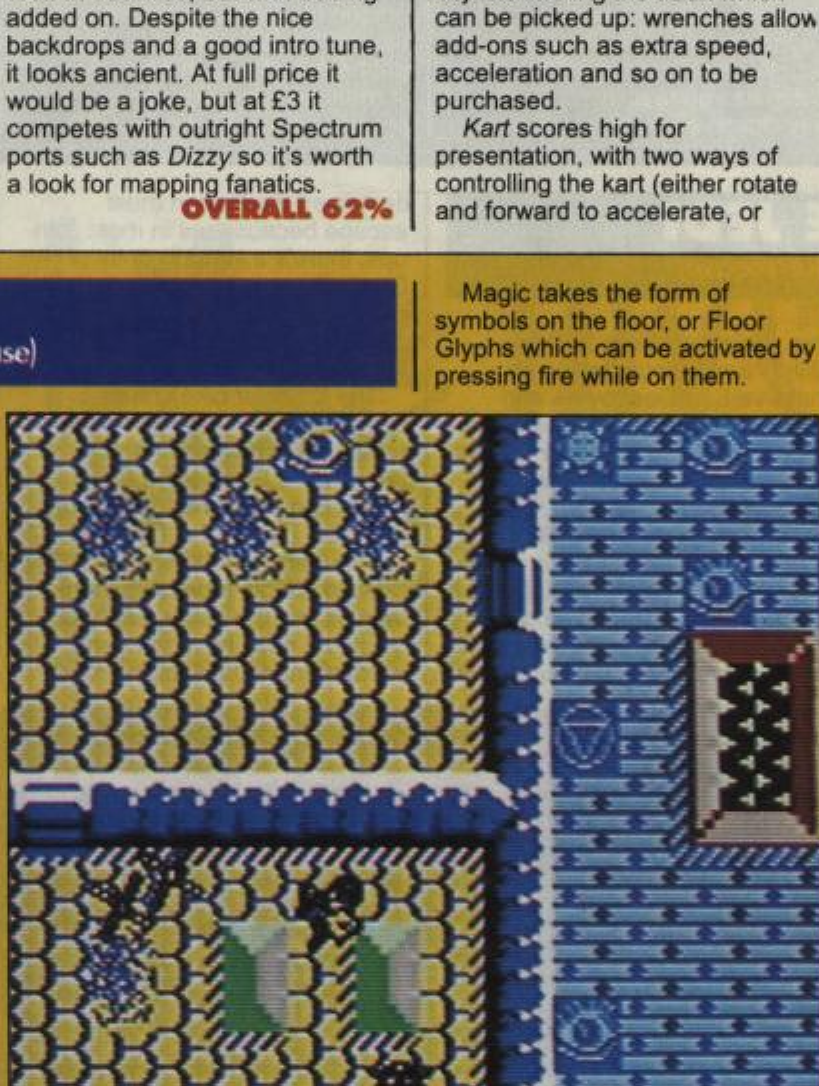
OVERALL 80%

RANARAMA

● Players, C64 £2.99 (Rerelease)

Ahem, how embarrassing — magical Mervyn has transformed himself into a toad just as his dark dungeons come under relentless attack from an army of warlocks. Things are looking bleak, but with skill (and a little luck) Mervyn will escape the dungeons and turn back into a human.

Ranarama is an overhead-view *Gauntlet*-like maze game with masses of creatures being churned out by monster generators. There are eight dungeons to fight through, each packed with enemies, the most important being 12 warlocks who each hold four runes — vital for Mervyn's eventual return to human form. Combat with warlocks takes the odd form of swapping around letters to unscramble the word 'ranarama' before time runs out! Another unusual element is that you can only see into rooms you've already been in, an odd effect with weirdly shaped rooms and a standard flickscreen scroll.



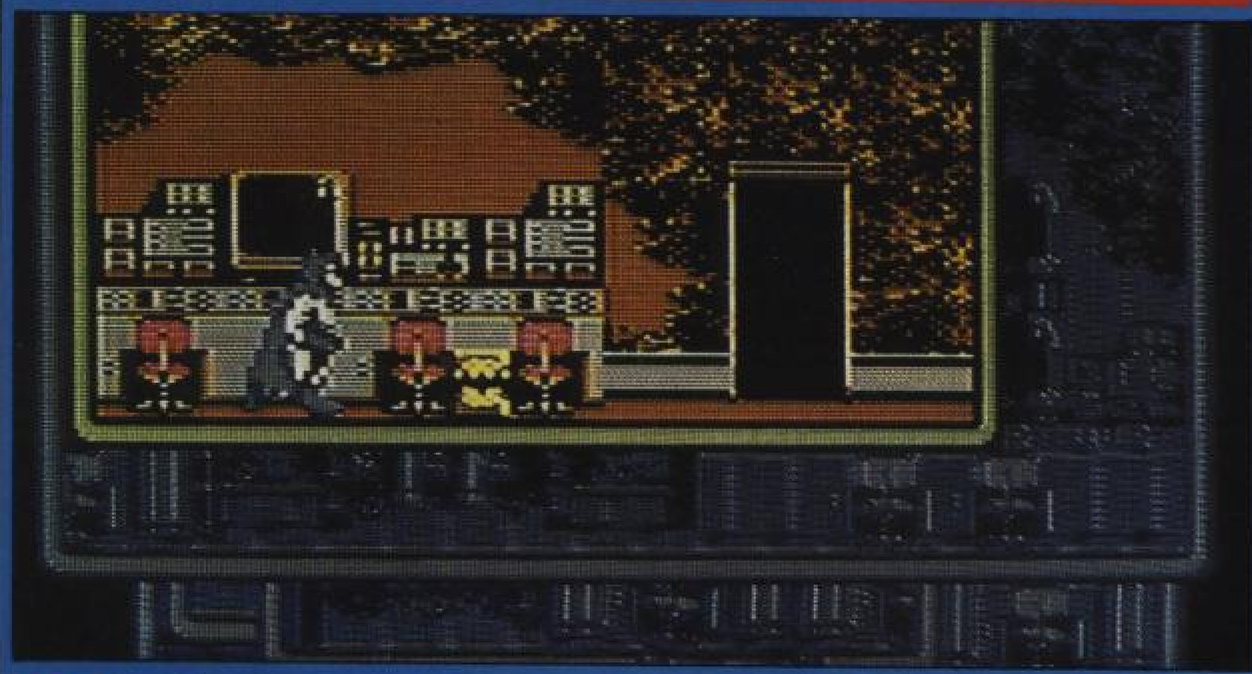
Magic takes the form of symbols on the floor, or Floor Glyphs which can be activated by pressing fire while on them. These present maps of the dungeon so far explored, allow you to move between the vertical levels of a dungeon, smart-bomb creatures on screen and cast a spell. Your spell power is initially weak, but can be boosted by collecting runes. There are four types of spells: offence, defence, power and effect.

Programmed by Steve Turner of Graftgold fame, *Ranarama* is obviously a Spectrum conversion. The backgrounds are extremely colourful and quite attractive, but all the sprites are monochromatic and generally weak. The Mervyn graphic is particularly poor with minimal animation, a bit of a black splodge unfortunately. Back in Issue 25 the game had a mixed reception. Julian raved that it was 'brilliantly designed, rewarding and incredibly playable'. But Steve wasn't so impressed: 'The playing area is huge, but there is little to do in many rooms apart from shooting the occupants — which soon proves tedious.' Although the eventual mark was 87%, it hasn't stood the test of time too well — particularly in terms of graphics.

OVERALL 70%

BATMAN: THE CAPED CRUSADER

● The Hit Squad, C64 £2.99 (Rerelease)



Gotham's Dark Knight made his first C64 outing in '89, *The Caped Crusader* scoring an impressive 92% in Issue 47. Unlike the ominous, Gold Medal-winning *Movie* conversion, *Crusader* emphasises the humour and ridiculous detective work of the TV series. Programmed by Special FX (*Midnight Resistance*, Amiga *Robo 2*), it's two games in one. 'A Bird In The Hand' is the Penguin's tale: upon being released from prison he has apparently resolved to go straight, setting up an umbrella factory near his mansion. Batman is suspicious, though, and upon investigating uncovers a secret production line devoted to robots designed to take over the world!

On side two of the tape it's 'A Fete Worse Than Death' — Robin has gone missing and the only clue is a joker playing card. Batman has a tight time limit to beat if he's to rescue Robin and jail the Joker.

Although it's basically another arcade adventure — explore, shoot or thump the baddies, collect objects and figure where to use them — *Crusader* has a unique feel. A flickscreen scroll is usually unwelcome on the C64, but here it's fun with each new screen partially overlaying previous ones, as if different-shaped panels of a comic strip were being slapped down, one on top of the other. The actual graphics maintain this feel, with attractive backdrops and plenty of colourful, animated sprites. But the best element is probably the detective work, unlike so many arcade/adventures the puzzles really are fun. Humour is the key, with false teeth required for eating food and a red nose turning Batman pink so the crooks won't recognize him! It all works very well, with a smart icon system for manipulating objects. But there's also plenty of villains, from machine-gun-toting crooks to robotic penguins to exercise Batman's batarang-throwing arm.

Back in Issue 47 *Crusader* was raved over, winning 92%. Kati praised the mix of '50% detective work and 50% fighting' as in the comics, while Maff thought he'd be playing the game 'for a long time to come'. There were also comparisons with the artwork of the excellent graphic novels 'The Killing Joke' and 'The Dark Knight Returns'. Almost two years on, the top-notch graphics can't really live up to this, but apart from that the review is spot-on. As with most arcade adventures, having to retrace your actions when you die can be irritating — especially as it's so tough, with countless opponents and confusing mazes — but wit and humour more than compensate.

OVERALL 89%

RETURN OF THE JEDI

● The Hit Squad, C64 £2.99 (Rerelease)

A second Death Star is under construction, a fearsome war machine which the Rebels are determined to destroy before it is completed. A massive attack is launched, only to fall into a trap masterminded by Darth Vader and the Emperor. The Death Star is in fact fully operational...

Based on the Atari coin-op, *Jedi* utilises three key scenes from the movie. Scene one is the dazzling speeder bike chase through the forests of Endor. The screen scrolls diagonally, *Zaxxon*-style, as in all the scenes. Here Leia must weave through the trees while dealing with enemy bikes by slamming them into trees, shooting them if they pull in front or drawing them into Ewok traps.

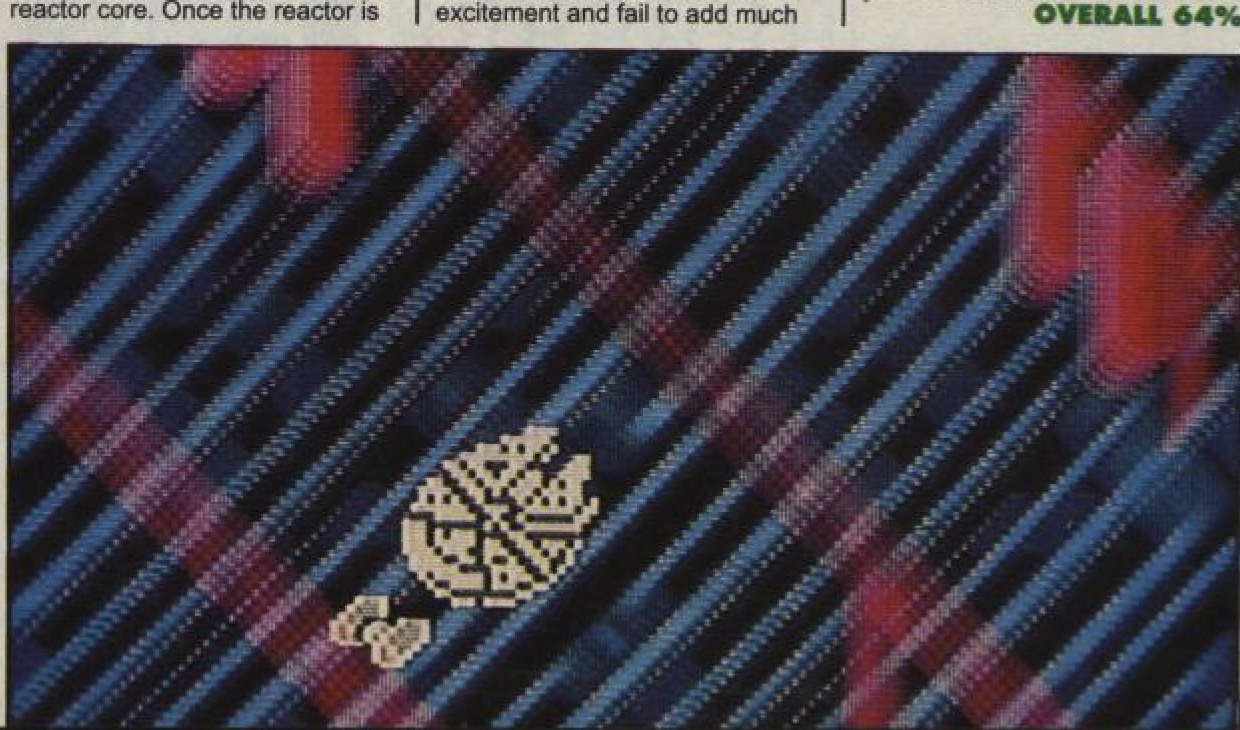
The second scene mixes Chewbacca's attack on a vital command post on Endor with Lando's spearhead assault on the Death Star. Initially you control a walker with Chewbacca at the controls. The Ewoks don't know this, though, and catapult rocks, roll logs and drop bombs to stop it. After a couple of seconds of this, the action flicks to the Millennium Falcon, taking on massive Star Destroyers and waves of TIE fighters. The action keeps swapping between the two assaults until the command post is destroyed.

This brings down a defensive shield, allowing the Falcon to fly into the Death Star. TIE fighters are in pursuit, trying to stop the Falcon from destroying the critical reactor core. Once the reactor is destroyed the Falcon must escape because, as in most coin-ops, there's a virtual infinity of Death Stars to be destroyed with the whole game looping around and getting progressively tougher.

The speeder bike chase is especially good fun, with the forest, enemy bikes and imaginative Ewok traps combining with a rapid scroll to generate plenty of excitement. Unfortunately the later scenes fail to build on this promising start: they all use the same diagonal scroll but don't have the same excitement and fail to add much in the way of variety. It's not bad for one load, but after you've done it once destroying the Death Star again becomes repetitive. Later levels get bigger and add a couple of new elements, such as hollow trees to fly through, but it's not enough.

In Issue 46 Maff complained that he'd found all the *Star Wars* conversions disappointing and *Jedi* was no exception. Gordon complained about the control system and the overall mark was 61%. I'd agree with Maff, but not Gordon — control is okay, and if you're a fan this isn't bad for £3.

OVERALL 64%




Nothing on Earth Compares
WITH ORIGINAL
EUROMAX
THE Flashfire Range
JOYSTICKS
The Racemaker is back
Renamed the ZOOMER
from £34·95 to £69·95
Now available for
AMIGA ANALOGUE
COMMODOR ATARI
NINTENDO SEGA IBM
If you would like the latest brochures
and details together with a list of Euromax stockists
– cut otn this coupon and return to
EUROMAX LTD
BESSINGBY INDUSTRAL ESTATE
BRIDLINGTON N.HUMBERSIDE YO16 4SJ
Name
Address

PIG IN A POKE!

Lurve is in the air, doobie doobie doo.... weeellllll, not quite as it's mid Jan but you know what I mean. Talking of lurrve, we've some lovely *Creatures* stuff this month. Meanwhile *RoboCop 2* plods along on the C64 with tips and more, direct from the programmers — so heartful thanx to all concerned for those. Before I start this rival-massacring St Valentine's Day tips section I'll just plug the 0898 line and say that the hot new tips that just miss going into P.I.A.P often get onto the tipsline so for the most up to date tips (and a few classic ones too) dial those lovely digits — 0898 555083 (calls charged at 33 per min off-peak, 44p per min standard/ peak).

CREATURES
(Thalamus)

The tips have started rolling in and the Creatures in work are starting to multiply almost as fast as the maps. Many, many thanx in particular to Ben Gonshaw **of Unsworth and** James Collins **from** Southampton **way.**

Cuddly *Creatures* Cheat Mode
Thanx to the Apex boys John and Steve for the cheat. It's similar to the *Retrograde* one, only sillier.

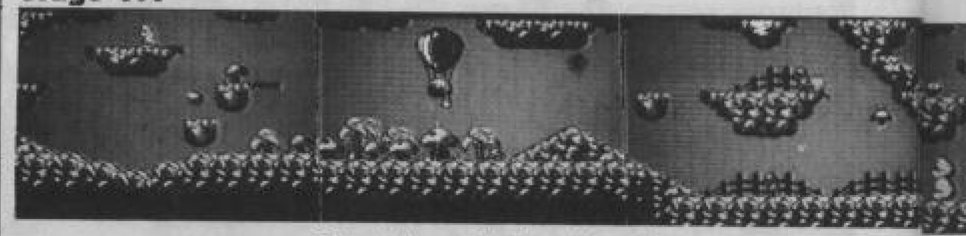
Load up the game as per usual and plug the joystick into Port 1. Leave the game to run through its attract mode, cycling between the title screen and high score table until the music begins to fade out (it'll take a good four or so minutes so put the kettle on). When the music finally fades out, wiggle the joystick left and right like mad. The Fuzzies on the screen should be jumping up and down frantically at this point. Keep waggling for what seems like an age until the Fuzzies turn grey and then stop! Recover from this ordeal, plug the stick back into Port 2 and now infinite lives are yours!!

THE SHOP
I hope there's something in this tips section that takes your fancy or something like that. When (if?) you get to the shop at the end of the level it's recommended you power up with new Fuzzy weapons.

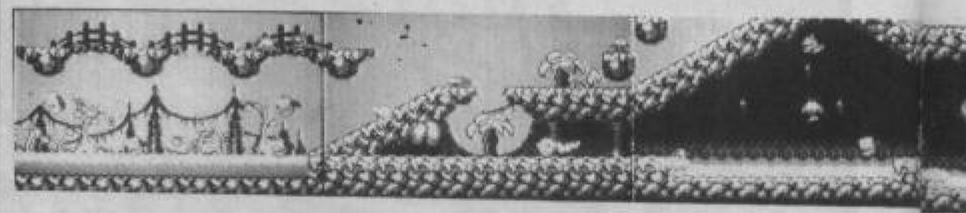
For Level 1.2 buy the FIREBALL (02-01-02) or FLAMER (06-03-04) for straight blasting. The shop assistant (38D-24-36) offers an upgrade of the DROOPY if need be.

Don't waste your money on the Information from the shop as these tips will suffice. 18 MPCs is an extortionate amount anyway. To kill the end-level baddies (namely the two-headed green gobber) first walk up to the green gobber to activate all the baddies and then run back (avoiding the gob en route) and jump up to point A (watch out for the bird above). Change to Flamer or Fireball and blast the flyer and the Big Skull Creature (a Flame Breath will do) — once the B.S.C. is no more, fall down and inch near the green gobber and destroy it as with the one on level one. Ta daaa!

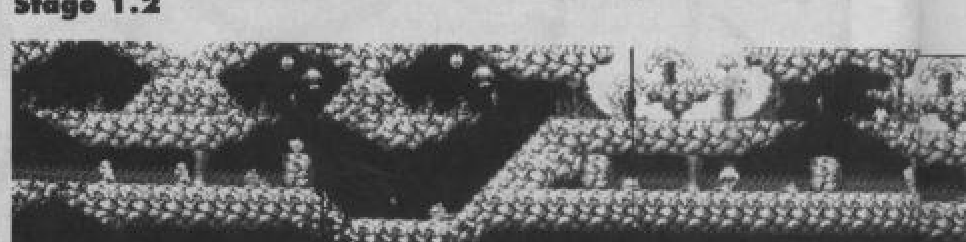
Stage 1.1

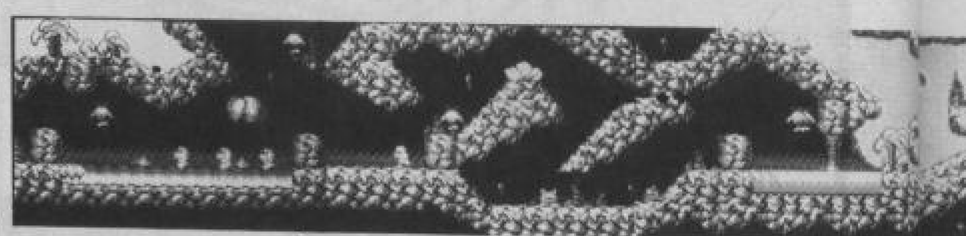


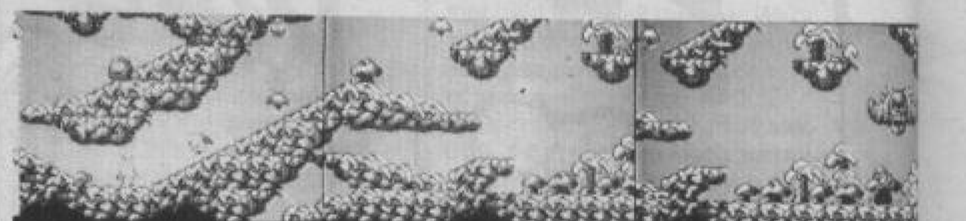
The balloon (1) takes three flame breaths, so to kill it do standing jumps rather than diagonal jumps.

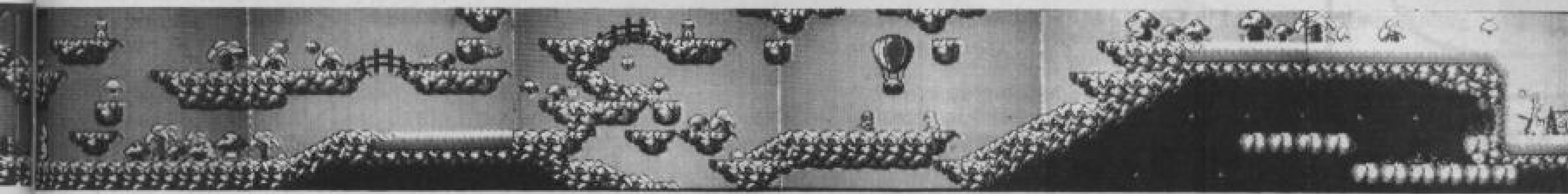


Stage 1.2



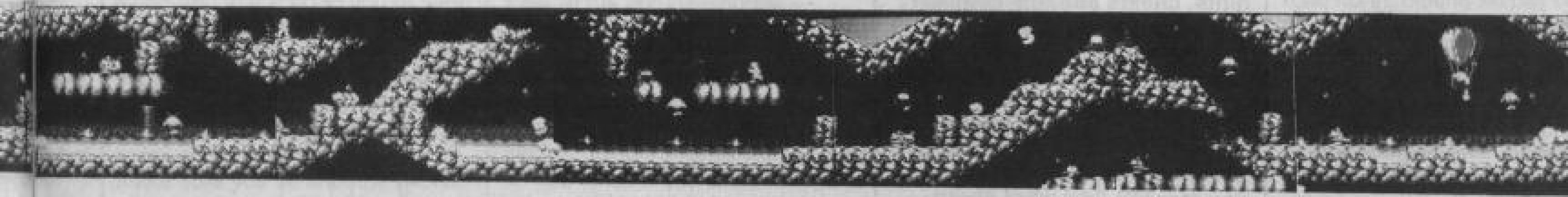






Watch out for the second balloon along as it has a more aggressive movement pattern.

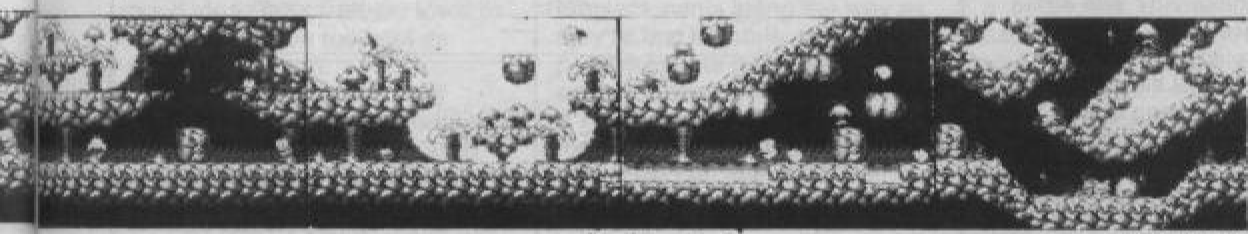
You can't fire when you're on the lily pad so to kill the birdy you'll have to jump up (not much room!) and fire while moving back and forth with the bird.



To get past the creature hovering back and forth, inch your way to where the alien ends its movement to the left and follow just behind it, jumping onto the ledge as soon as safely possible (before the alien turns round).

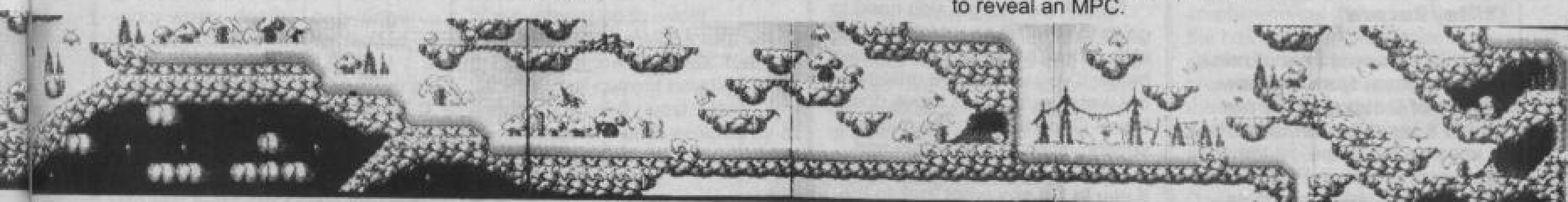
Kill the Big 'Indestructible' Creature by jumping up to point 1 and Flame-Breathing on the bouncer creature to the right, collecting the extra life and MPC as you go back down.

To tackle the end opponent (a wriggling maggot thing), walk to point 8 jumping over the slime that materialises at this point and jump across the divide (you'll almost certainly hit the balloon above and lose half a life in the process). Now, providing you haven't died from hitting the balloon, simply walk into the maggot creature. The maggot will die and Clyde will start his death sequence but the 'stage complete' screen will cut in before a life is taken off — handy!

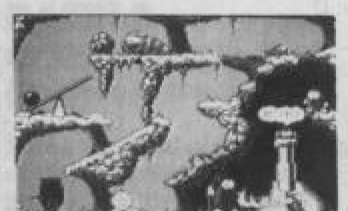


Use the Droopy weapon to hit the creature at point 2, forcing it into the wall.

Watch out for the static creature as he transforms into a fast-moving creature when shot. Kill to reveal an MPC.



Jump from here up onto the ledge to kill the bouncer and collect the extra life.



Stage 1.3

Torture Screen 1

Here we go with the first of the Fuzzy-slicing and dicing screens as Chip undergoes surgery the good old-fashioned chainsaw way. Follow these steps to get through.

1. Walk up to the green round creature, Flame-Breathe it and quickly run back. Mr Greeny will stop and immediately roll back so quickly build up a Flame Breath from a distance and use it quickly. Keep repeating until it's dead.

2. Quickly run over and Flame-Breathe the fuse on the cannon.

3. Jump up to the ledge just under the Maggot giving birth and build up your Flame Breath. Jump up and unleash it when the baby maggot has wriggled past and drop back down onto the ledge again. Three Flame Breaths will do the trick.

4. Time is probably running out by now so leg it over to the cannon ball and Flame-Breathe it off the edge. Run back to avoid getting the ball on your head and now just wait and pray.

5. If Chip is saved, five MPCs are yours, if not then does anybody know the number of a good doctor???

GOLDEN AXE
(Visual FX/Virgin)

A popular slasher judging by the number of tips I've had in so far, although most of you have been caught out by the 'missing level cock-up', as revealed last month. Great maps came in from a Mr Anonymous **(I really ought to sort this 'filing system' out) and also** Matt Dalby **and** David Cook **but both didn't have the elusive Level 5. Time for** Daniel Rigley **of Ilkeston to take a bow with all of them (a little small but a little clearer than the Level 1 map printed last month). Thanx this issue go to the above and also** Anjah Sarwar, Martyn Dobson **and** Stuart Bruce, Tim Taylor, Xavier Tatham **and the mysterious (but industrious)** Dude-26 **of Ipswich for the cheat mode, new tips and other bits, some of which appear below.**

GOLDYTIPS

★ Running around causes a speedy enemy to slow down. However, a mild hit on an enemy causes it to run around at dangerous speeds!

★ On the earlier levels, save magic up to use against the superbaddies, while on the later levels use magic frequently: it may not be as powerful but it's dead useful for clearing the air when skeletons attack.

★ Try not to do too many jump-and-slash moves as it's usually fatal if you miss and the baddies soon wise up to what you're doing and start dodging your jump slashes. Don't use Piledrivers or aerial slashes on end-level baddies as they will almost always hit you.

★ The baddies also have two speeds of movement. When they are running it's best to run around them until they try to slash at you. When they do this they then slow down and start to walk, becoming less aggressive in the process.

AND NOW A BRIEF LOOK AT EACH CHARACTER...

(Thanx to Dude-26 of Ipswich)

Ax Battler
Magic: Earth
Attribute: Strength
Fault: Slow Speed

Only competent magically but Ax Battler is unbeaten on the physical front.

Tyris Flare
Magic: Fire
Attribute: Speed
Fault: Poor Strength

Tyris has the best magic and is the most agile but she isn't very strong.

Gillius Thunderhead
Magic: Lightning
Attribute: Powerful Axe/Headbutt
Fault: Poor Jumping

Gillius's axe and headbutt are great for enemy disposal but his height makes him easy prey for skeletal warriors. Lightning is good magic, equal to Ax Battler's.

Next month, I'll go through each level and have some great maps to show off too!

FIRST STRIKE
(Elite/Encore)

For this personal fave of mine, here's a cheat from Matthew Milburn **of** Gosport. **This one needs a reset switch to work.**

Load up the game, hit the reset switch, type in POKE 38316,173 to get infinite lives and SYS 2051 to start the aerial assault.

TURRICAN
(Rainbow Arts)

Another Action Replay Cartridge poke but this time from Geoff Tranys **of** Preston **in Victoria, Australia.**

POKE 2932,173 — Infinite Time
POKE 4035,173 — Infinite Gyroscopes

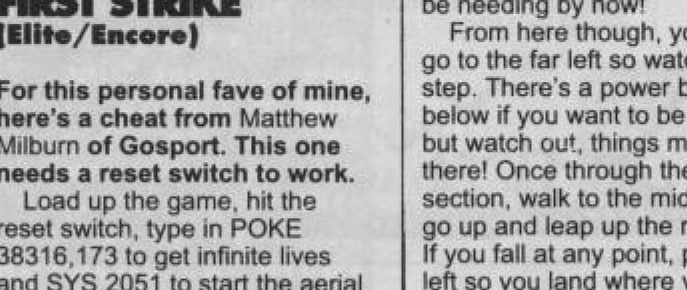
Watch out for *Turrican 2* maps, hints, cheats and tips coming real soon courtesy of ace programmer Manfred Trenz himself!!!

Just two levels to go but don't let that fool you — have you seen the size of the first level you meet?!! And what about the fact that you've yet to meet Morgul?! Good luck (he said with fingers crossed).

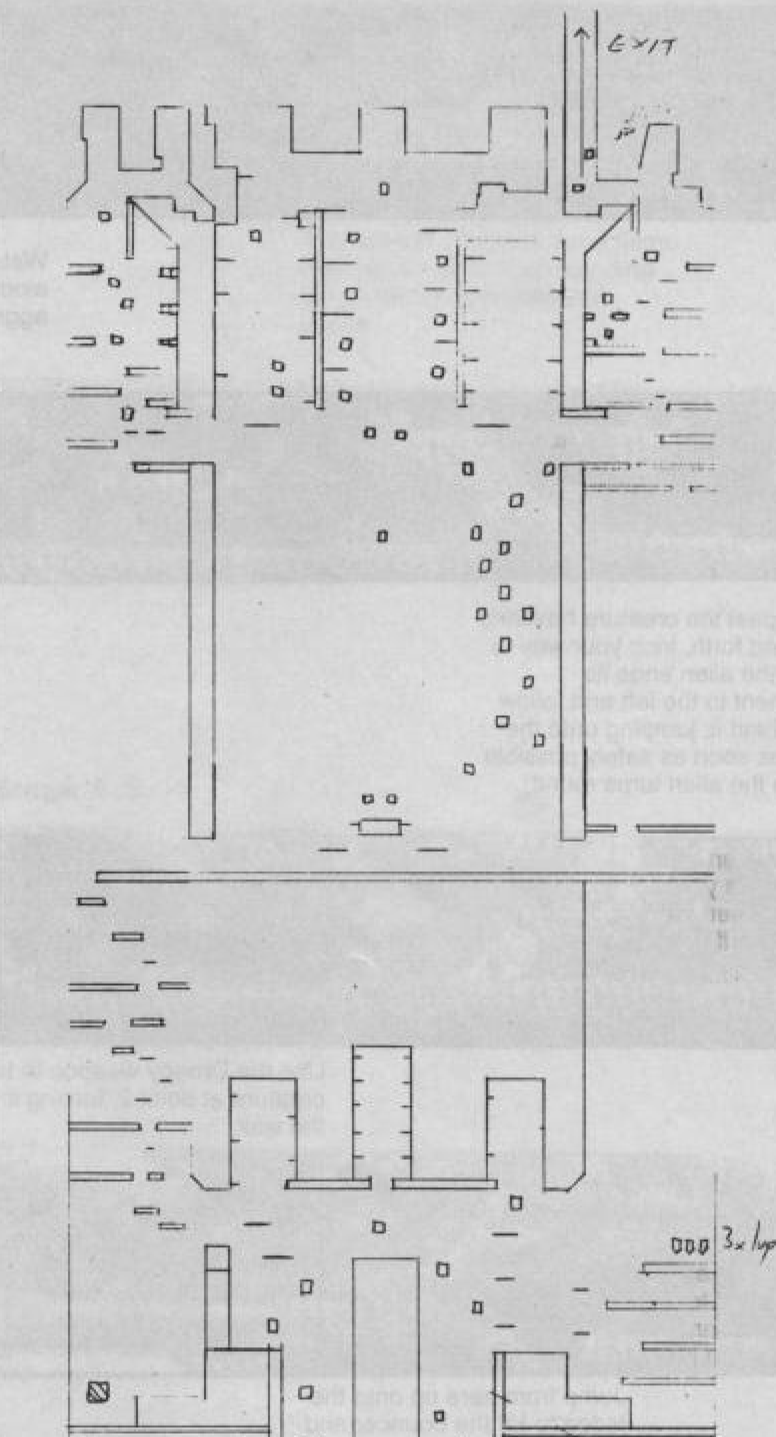
Level 5-1

Level 5-1 is a massive level so it's best to have your wits about you, patience and — if things go badly — the cheat. Go up the shaft to the left of the middle shaft as the stepping stones are easier to jump onto (rather than leaping left to right and back all the time). Take the right-hand side of the middle section to reveal 3 power-up blocks and pick up the 3 1-UPs which you'll be needing by now!

From here though, you need to go to the far left so watch your step. There's a power block down below if you want to be greedy but watch out, things move down there! Once through the middle section, walk to the middle and go up and leap up the right side. If you fall at any point, pull to the left so you land where you've just been and can't run into any new



Level 5-2



Level 5-1

aliens. Take the right-hand side and leap up, being careful to use the lightning blast wherever possible — things are really nasty up here. Finally, jump up to finish the level and the final level awaits! TA DAAAAA!

Level 5-2

This level is only a tad smaller (more than a tad actually) but not so easy. There's a lot of running along and that's when you're very vulnerable so use the gyroscope to move fast! Shoot the blocks for the suitable reward and reveal the power block in the middle of the large room halfway up (try not to fall all the way down again and make sure you've shot the aliens on the way up or they'll have you on your way back down again!). Use the gyroscope again to get to the bottom of the jagged maze to the left of the large room. And be extra careful as you jump up the far left side. Lightning-blasting the opposite side is a good idea. Take it slowly towards the top and then roll right as much as you can.

The vertical stage is easy enough if you're extra careful and then you just need to fall down and roll across to face old ugly face 'imself, Morgul. Use EVERYTHING you've got at this point — saving a few energy lines for when lives are low — and roll around to avoid the minor worry, death. Long-range lightning blast is recommended here. Once (if) you kill Morgul then get out of there fast, jump in your ship and zoom away from the tower to save the day, life, the universe and everything. TA DAAAA!!!! Now roll on *Turrican 2*! (No rest even after finishing one, I can't take it — AAAAAAAARGH!)

BATTLE COMMAND
(Realtime/Ocean)

Some tips and hints courtesy of Commander Hogg with assistance from General Realtime. By the way, Realtime didn't have the time to put in a cheat mode so there's all the more reason to use these. Now what about you lot sending in some tips and hints of your own?

★ Missiles are quick, powerful and the best choice against tanks, but avoid tanks if you can. The Pulveriser just isn't powerful enough (two hits are often needed) and the tanks move too fast to make swift attacks worthwhile. If you're limited in weapon load then adopt a defensive posture and run! Don't adopt an offensive posture; you'll run out of missiles very quickly. The best advice for most missions is to RUN FOR IT!

★ If you see a mobile radio vehicle, hit it! They track your position and radio in tanks to the area while throwing mortars at you to boot! Similarly so with spy-planes providing attack data for the A-10s and Apaches (stock up on the chaff dispenser if you're going near airfields).

★ SAM missiles are best against slow A-10s and helicopters — the spy-planes are frequent and can easily dodge missiles so don't waste your energy on them. Watch out for tanks coming up behind while you're lining up an aircraft using the SAM sight.
★ The tanks employ line-of-sight rules so hide behind mountains to avoid tanks and nip through clumps of trees or rocks to shield from shells.

★ Use roads a lot for rapid movement to leave enemy tanks behind. Watch out for gun emplacements along the way as they're fast to rotate and have powerful shots (two missile hits each are needed if you engage. A cross-country detour is recommended, although a swift drive past can see you undamaged).

★ Watch for tanks moving in behind you. Shots fired are based on your direction and rate of movement so to avoid incoming shells make a turn left or right for a few seconds, turn back to your current heading and watch the shell fly past. Very close shots are best avoided by a hard right-angle turn.

★ If you hear the radar missile warning, launch a single chaff. That's all it takes to decoy it and the chaff stays active for a good 20 seconds or so. The chaff is superbly efficient; shame the same can't be said about the flares.

★ Use the radar scope at all times. It allows you to accurately dodge incoming shells, spot and identify new enemy targets in all directions:
Red — Tanks/Scout cars
Green — Trees/Bushes
Cyan — Gun emplacements
Orange — Incoming Shells
Yellow — Aircraft
Grey — Installations/Road
Brown — Rocks
Blue — River

★ Use radar-homing surface-to-surface/surface-to-air missiles if you can. IR missiles lock onto installations, the odd aircraft and scout cars and that's about it. Any other lock-ons are a bonus and a hit on a moving target is never guaranteed. A radar missile will always lock on and always hit.

★ When you've completed a mission or just want to get the hell out, make a straight-line run for the pick-up point. When you're about a minute away from it switch on the signal for the Stealth chopper to come in and land — it should land as you get there. Aim for the rear of the Chopper and it should automatically load you onboard and finish the level.

THE MISSIONS

Starter Mission
Destroy FUEL DUMP located to the northeast. Follow the road along, engaging the two installations en route (watch for gun emplacements). The majority of tanks in this mission are the grey, weak-armoured type (only one Pulveriser shell required so save your missiles for the gun emplacements and oil tanks). Surface-to-surface missiles will do the trick to destroy oil tanks; just make sure you're firing from a distance as the fuel tanks exploding can damage you as well. Each destroyed oil tank will destroy another one with it, so three missiles are all that's needed (or five Pulveriser shells per oil tank). Wait until the chain reaction is over before hitting the next intact oil tank.

Hideout
Use scanner to search out and destroy secret weapons base. There's only one installation on the map with oil tanks and lorries parked nearby but defences are fierce so either avoid altogether or select this mission when you're better armed up. The mortar-firing tanks make a first appearance in this mission (often near the installation) and it's best to keep on the move and avoid them if they're not within your missile range. The secret weapons base is actually to the south-southwest of the pick-up point in an impenetrable valley surrounded by mountains — meaning you'll need the mortar or wire-guided missile to hit it. Move around to the north side of the mountain ring, inch to the foot of the mountains and fire the mortar south to hit the installation. The mortar elevation needs to be set to 25 to hit the secret weapon (change to an external view, zoom out and you can just see the target over the mountains). To hit the hangars move over to the east, set the elevation to 20 and let loose three or so shots. It's recommended that you take chaff for this mission as an A-10 is scrambled upon destruction of the primary target and it is *vicious*!

The binoculars provided are good for long-range scanning, just don't forget that turning the binoculars round turns the tank as well — not very handy.

Destruction
Destroy the three marked industrial areas. Beware enemy comms HQ. The comms HQ is primarily a transmitter which can be destroyed by shooting away its four support wires and then the transmitter itself (often destroying a few buildings around it once it is blown up). From the drop-off point follow the road north, cutting across country towards the first target (an oil refinery) when you get to the T-junction. Use two missiles on two of the oil tanks to cause a massive chain reaction of explosions. Then head northeast to get onto the main north-south road and follow it up to the second target, the comms transmitter (again cutting across country before you get to the T-junction leading to it) Head southeast to the second north-south road leading to the final target (an oil refinery) and, following target elimination, head to the pick-up point. The roads provide quick movement, making for a rapid mission — just don't stop to engage tanks!

Missile Battery
Easy! Proceed to missile site with caution and destroy at all costs. Just follow the southeast road down to the bridge (making a slight detour to avoid the gun emplacements at the junction at the halfway point) and take out some of the emplacements protecting it. Keep an eye out for the mortar-firing mobile howitzer and destroy it upon sight if spotted — otherwise it's the usual tanks and emplacements. Destroy the radar installation with a missile and then use the Pulveriser on each missile (two hits each). Despite what the briefing says, there's no time limit but it is recommended that you go at top speed along the road to the target to avoid enemy tanks catching up with you.

Satellite
Use scanner to pick up and bring the crashed satellite back to the north. Enemy forces are on alert with the pick-up point across the bridge. An enemy communication transmitter lies to the north and an airfield is in the northwest corner (spy-planes spot for the Apache attack helicopter based there). Take along a PHANTASM CHAFF DISPENSER to decoy ground/Apache-launched missile attacks complete with Apache attack chopper, fuel dump and optica spy planes. A night sight is provided as night is swift to move in, although it's actually easier to navigate without the sight on. Priority targets are the fast-moving, fast-firing scout cars so take Infra-Red surface-to-surface missiles.

PIG IN A POKE!

ROBOCOP 2
(Ocean)

A superbly playable sequel to the mega-seller of the past few years, Robo returns to the C64 tips pages with these nifty maps, tips, secret bonuses and all round Robo hints courtesy of the Painting by Numbers team (many thanx to Mark Rodgers **for totalling his printer outputting the maps for us — hope it recovers!).**

ROBO TIPS

★ Inertia is a problem for Robo most of the time and when he's on the blue slippery surface (indicated by a fire hydrant nearby) he's got to be very careful. If you begin to slide towards the edge of a platform, do a jump back to slow the inertia. It can often save you.

★ If you know there's a special villain (ie smoker/hostage) coming up and there's a general villain in the way, don't blast as Robo normally fires off two shots. Just do nothing and wait for the special villain to walk into you, you may lose some energy but you won't lose that vital special villain.

★ If you get caught up in a close proximity fight with a normal villain, kneel down and punch to push him away and then finish him off with gunfire.

★ Due to the one-way scroll you can never get all the Nuke canisters, particularly on the first level. It's better to leave one Nuke canister if it means you can reach another two nearby. Use the maps to work out the best route to get MOST of them.

★ Entering the secret Nuke stores is a great way of not only topping up your Nuke percentage but also to jump forward through the level quite a way (often almost to the end!). Just make sure you've captured enough special villains to progress to the next level before using the secret room.

★ If you fail to make the percentage early on in the game, it's best to start again (good old instant cartridge access, eh?). Use the shooting gallery option tactically by failing on a hard level, completing the gallery and instantly progressing. The gallery is easy enough to complete, each Nuke capsule knocks one off the target counter (40 targets initially), the clock icon adds on 30 time units and the magazine tops up Robo's gun by two magazines of ammo. Watch out for the brown Rambo/wrestler target as he looks a lot like one of the woman civilian targets.

★ When moving along the platforms in the Sludge Plant levels, stay back to see where the other moving platforms are going and then move when all is clear. Try not to get caught in a dead end as one touch means death, and don't dawdle — the time limit quickly ticks away! Time your move past the red droplets carefully.

★ Remember that when you've stepped on a springy coil you can still move Robo around before landing so quickly line him up over a platform.

★ Certain magnets can grab Robo and carry him (and drop him) to his doom. Use the maps to work out which are which, otherwise you'll have to learn by trial and error!

★ When on the jet platform, be VERY careful moving through the maze of cogs. Try to keep low as the platform can brush against cogs below Robo easily enough whereas the collision detection for the cogs above Robo is over-eager: having Robo's head a centimetre away from a cog can often mean unexpected death.

★ Remember that the electric forcefields always spark FOUR times before their long pause when Robo can take a chance at jumping past.

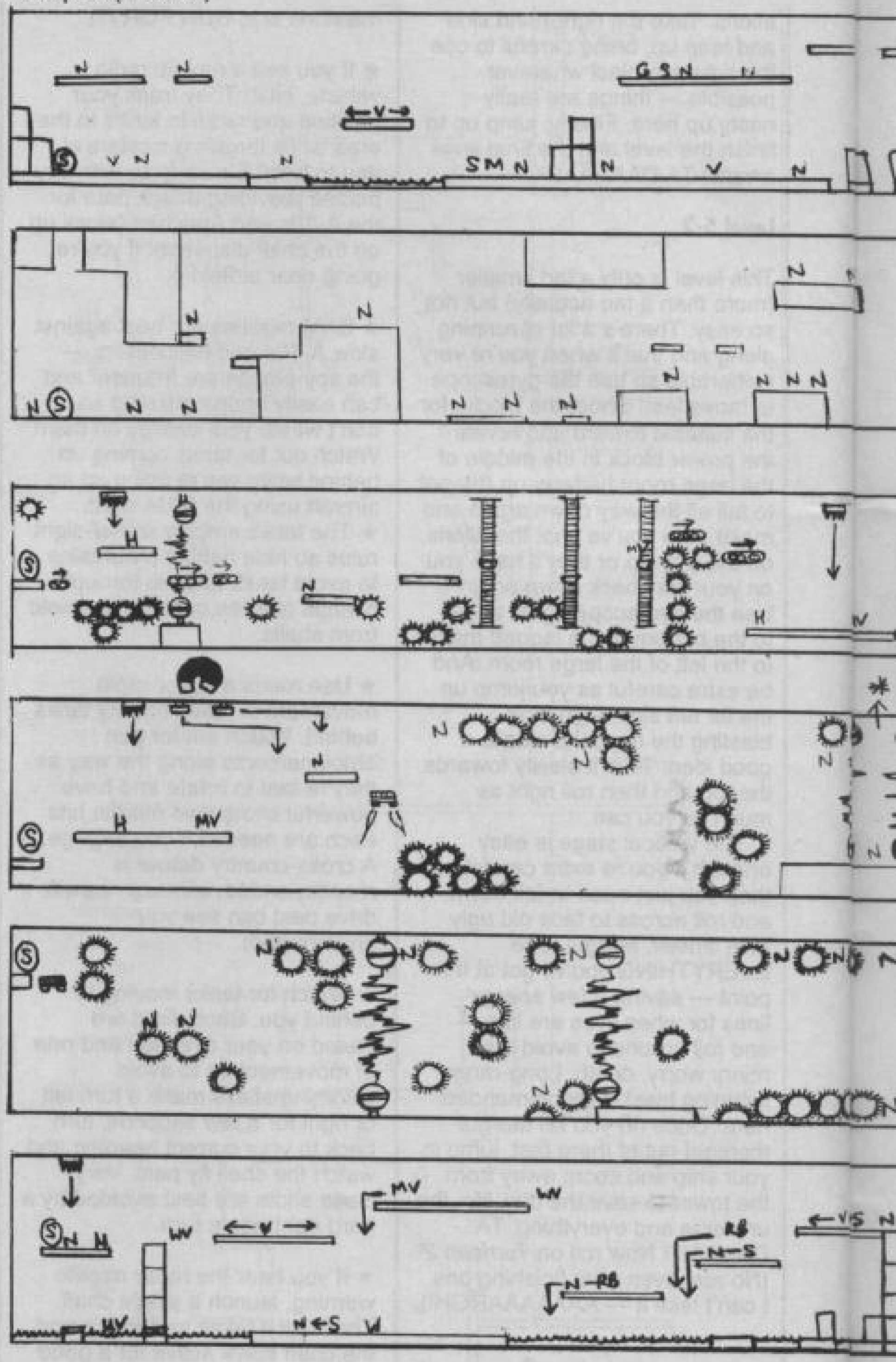
★ Don't go out of your way to collect the weapons capsules as all obstacles can be passed without needing to upgrade Robo's gun.

★ If you can, use the invulnerability to get past obstacles, particularly the rolling barrels in Stage 4.

★ Watch out for the underwater villains! If their gun fire hits Robo it stops him in mid-jump which almost certainly leads to Robo falling water-wards. Watch their firing pattern and jump when it's clear (straight after the villain's two shots is best). This also applies to the window-ledge villains.

★ To regain Alex Murphy's memory you have to complete a sliding block puzzle game displaying Murphy's face. Success brings two extra lives and a million extra points in the process. To access this secret bonus section you have to get to Stage 5 and at the very start of the level, walk to the far left and pull down. Easy!

Stage 1 — The River Rouge Complex (Exterior)



Sliding block puzzle bonus stage here

ROBOCOP 2 — THE C64 MAPS

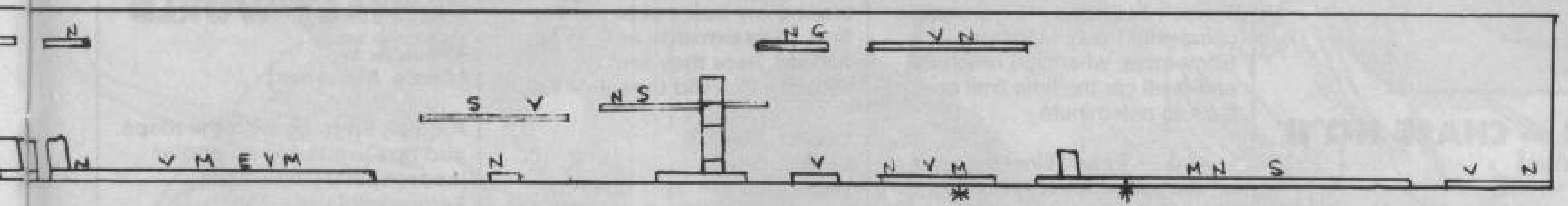
Here are the maps for the first five stages complete with maps of the hidden Nuke Stores. More very soon!

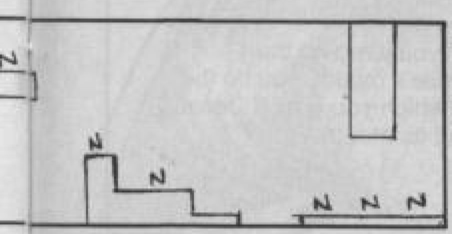
UV Underwater villain (Fires gun vertically — beware!)

I Invulnerability capsule

←◎◎→ Moving platforms

Jet Platform/Hover pad





Stage 1 — Walk up to the third manhole and pull down (the slight pixel difference here shows where the secret entrance is).

Ⓢ **Start Point**

V Walking villain (Uses fists)

WV Window villain (Firing gun)

S Smoker (SPECIAL VILLAIN)

M Manhole villain (Fires gun)

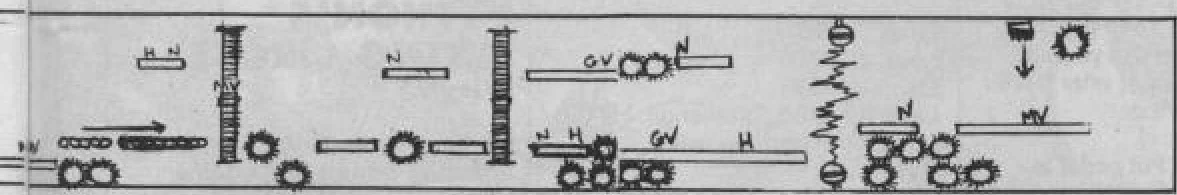
N Nuke capsule

W Weapon capsule

W T-Shot

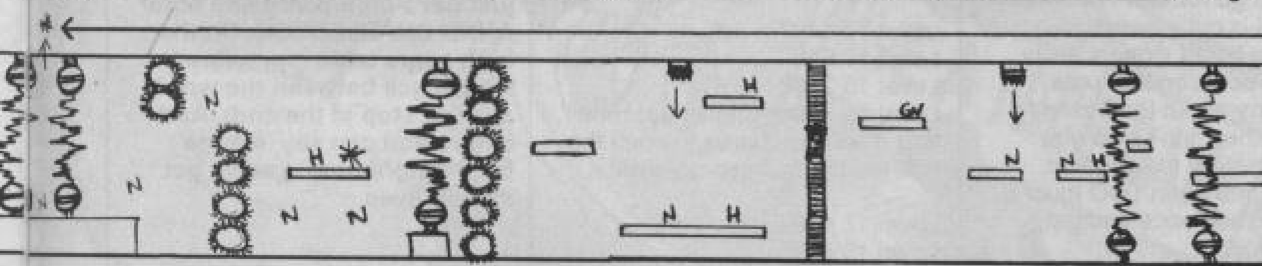
W 3-Way

W Super Armour-Piercing



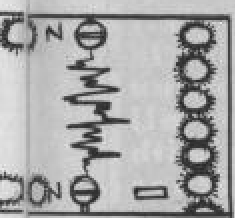
Stage 2 — The River Rouge Complex (Interior 1)

There is no Secret Nuke Store in Stage 2.

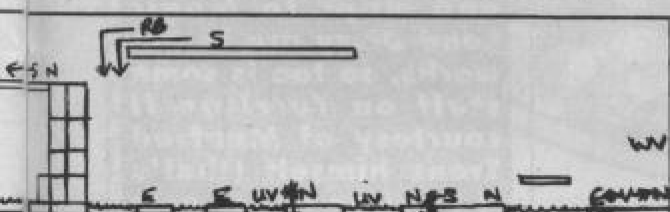


Stage 3 — Thrust up to the top of the screen between the two electric forcefields.

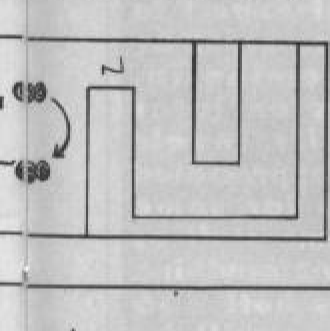
Stage 3 — The River Rouge Complex (Interior 2)



Return to Level at this point after entering Secret Nuke Store (Also serves as a Restart Point if Robo loses a life)



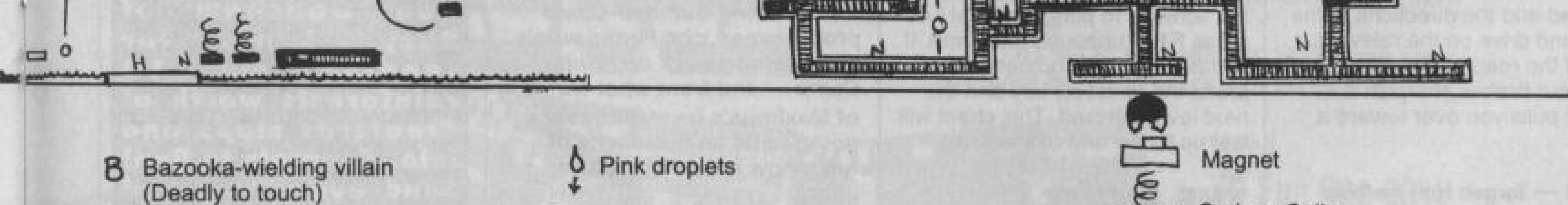
Stage 4 — The Sludge Plant (Exterior)



Stage 4 — Fall down off the ledge, jump across both gaps and land on the Nuke capsule.



Stage 5 — The Sludge Plant (Interior)



B Bazooka-wielding villain (Deadly to touch)

RB Rolling Barrels

Cogs

Red droplets

Pink droplets

EW Electric whirlpools

Crusher

Controllable platforms

Magnet

Springy Coils

H Hostage (SPECIAL 'VILLAIN')

PIG IN A POKE!

SCI — CHASE HQ II
(Ocean)

Racy tips from Peter Howard **of Rayleigh, Essex and** Koroush Mojar **of London for Ocean's conversion of one of my coin-op faves. This is one tough game so to make life very easy indeed here's a nifty cheat spotted by the tippers above.**

You'll need a joystick with an autofire for this one to work! Play the game as usual until you reach the end-level baddie and its escorts and then switch on the autofire and let rip when the enemy is in front. The autofire isn't a lot of good if you're keeping level with the enemy so slow down occasionally and let it roar ahead, allowing you to catch up and blast it from behind (this works best on the straights). Combining the autofire with turbo-boost on the straights is a good way to finish off the enemy. (If you're not bothered about innocent civilians, just switch on the autofire from the start and get blasting and racing).

Level 1 — Target: Stop the red Porsche!
Turbo boost after you reach 100 mph and shoot all cars and ram all bikes that get in your way (two rams should do it). If there is a turning and the bikes or the red Porsche are on the other side of the road and you can't get them, slow down and then ram into them. On all levels when tackling the end-level automobile, hit the turbo-boost to ram into it, causing better damage in the process. Taking on the escorts can waste a lot of time so switch on the autofire and blast them as quickly as possible.

Level 2 — Target: Apprehend the green Van!
Turbo-boost after 90 mph and stay on the right of the road for the first turn. Turn as soon as the bends appear as this level is a tough one with so many turns. Don't turbo-boost unless you know there's a straight ahead. On all levels learn the layout of the road and the directions of the turns and drive on the relevant side of the road to keep up speed (use your brakes sharpish if gravity pulls you over toward a sign).

Level 3 — Target: Halt the blue Cadillac!
Same as Level 2 but the first turn is on the left. Try not to pick up the bazooka on this level as it's a waste of time. The gun is much faster to use than the bazooka, so if you do get the bazooka use it wisely but rapidly to get back to using your trusty Magnum. Remember, when you reach the end-level car the time limit goes back to one minute.

Level 4 — Target: Blow the tyres off the yellow Security Van!
This level is quite hard because there are about eight cars escorting the end-of-level limo. There aren't that many turns so try and turbo every time there is a straight.

Level 5 — Target: Destroy the Lorry and take out the Helicopter!
Just ram the lorry about five times and it'll be out of action. To kill the helicopter, keep pumping the fire button and line yourself up below the chopper after it fires and comes down low.

Level 6 — Target: Put pedal to metal and go for that Warehouse!
This level is quite easy: use your only turbo-boost straight away and slow down on the turns. Don't worry about the bushes because they don't slow you down incredibly (saying that, don't run into them TOO much!). You can crash once and get away with it.

TOTAL RECALL
(Ocean)



Uzi, 9mm!!!!!!!!! Cheat for C64 ***Total Recall*!!! Thanx to** Sarah Conner!! **Correction,** Paul Macefield **of Kingswinford!!!!**

If you want to skip a level, type in LIFE STILL GOES ON on the high score table (the border goes white to confirm this. You can then jump to the next level by pausing the game (F1) and then pressing the left arrow key. Once the next level has loaded the words SKIP LEVEL will come on the screen. To play that level just press F1 to unpause the game. If you don't want to bother, just press the up arrow key and the next level will load. This cheat will last up to the end of the game.

THE LIGHT CORRIDOR
(Infogrames)

I like this game on the Amiga, I mean I REALLY like this game, weird or what? I've risked tearing my hair out to get the first 10 passwords and, lo and behold, here they are! (I thought Phil did these! — Ed).

Level 1 0000
Level 2 5400
Level 3 0101
Level 4 3901 (Challenge: Hit the moving square with the ball to open the wall)

Level 5 2602
Level 6 9902
Level 7 4303
Level 8 9003 (Challenge: Fill in the empty squares on the grid with the ball to open the wall.

Level 9 6904
Level 10 3305
Level 11 9305
Level 12 3406 (Challenge: Hit the skull until it and the wall disappear).

Level 13 0407
Level 14 6407
Level 15 2008
Level 16 7408 (Challenge: Hit all four rotating squares to open the wall leading to the next level).

Level 17 4709
Level 18 3810
Level 19 0511
Level 20 6811 (Challenge: Make a path of filled squares for the arrow that moves from the bottom-left to the top-right corner (the arrow goes back to the start if it meets any spaces)).

GOLDEN AXE
(Virgin)

Del Cadman **spotted this logical cheat for the Amiga version.**

If you're playing a one-player game and you're about to kick the bucket (die), just plug another joyful stick in the other port, press fire on that one and you'll now be player two with a full set of lives.

SUMMER CAMP
(Thalamus)

A great little cheat mode here from revving *Summer Camp* programmer John Ferrari **who's now starting work on *Winter Camp* — and from what we've of Maximus's icy ventures it's going to be an avalanche of fun, snow joke! Take it away, John!**

Play *Summer Camp* as normal until you get a high score, then on the high score table enter CALAMITY as your name. Infinite Maximus Mouses (or is it Maximus Mice??) are yours!!

FANTASY WORLD DIZZY
(Code Masters)

A quick tip to go with the maps and tips printed in an earlier issue, spotted by Chris Ferguson.

When you jump on the crocodile's mouth, you tie the rope (which you get off Denzil) around its mouth.

MONTY PYTHON'S FLYING CIRCUS
(Virgin)

On the C64 version of this laff-a-minute-I-don't-think game just get a high score and enter ANNE CHARLESTON. On the high score table (complete with space between the words and full stop at the end). And before you can say 'Madge from *Neighbours*' you've got infinite lives.

OK, that's it for this ish. *Robo 2*, *Battle Command*, *Golden Axe*, *Creatures* all continue along with loads of other regulars. A solution and maps to *Magic Land Dizzy* are in the works, so too is some stuff on *Turrican II* courtesy of Manfred Trenz himself (that's if *Turrican I* ever gets finished). I expect to see *Turtles* stuff by the ton coming in, some tips on later *Night Shift* levels would be appreciated too, ditto for some budget game stuff as well, in fact anything else that's hot! £35 of software will be winging its way to Ben Gonshaw of Bury, Lancs for sending me 10 rainforests worth of *Creatures* maps and info. Congrats to Ben! Send everything and anything to *Newsfield, Pig in a Poke, ZZAP!, Ludlow, Shropshire SY8 1JW*. See you!



CUTE
AND
CUDDLY
CHAOS!

SUMMER CAMP

By John Ferrari

GET INVOLVED IN THE
CRAZIEST CARTOON GAME EVER!

Maximus Mouse has to retrieve the lost Stars&Stripes for the grand Opening Day of Summer Camp - but where is it?

Screen after screen of madcap action, addiction and the most colourful collection of cute, crazy but deadly characters you're likely to find!

It's the arcade game that tickles your funny bone but could wreck your vacation..!



CBM 64 Screens

Voted
YC Fun One 96%

CBM 64/128
£9.99cass £14.99disk
Amiga
Atari ST £19.99

Thalamus Limited
1 Saturn House, Calleva Park, Aldermaston, Berksshire RG7 4QW Tel 0734 817261

THALAMUS

ZZAP!TEST!



Line of Fire

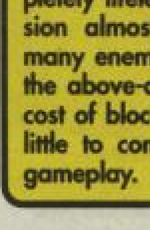
● US Gold, C64 £10.99 cassette, £15.99 disk; Amiga £24.99

A two-man team is sent in to smash a terrorist group who possess more military hardware than the US Army. Both commandos are armed with unlimited ammo machine guns and a couple of smart-bomb grenades. Each player has just one life and a health bar (improved with medical packs). The game's main innovation is that you walk forward *and* turn, swinging all the graphics around.

There are eight levels in all, each with a mega-challenge at the end such as an aircraft dropping dozens of troops. Levels include the jungle, desert and canyons as well as travelling in a speedboat and flying in a jet!



Both conversions have made a brave attempt to translate the coin-op's novel 3-D rotation system, the C64 game being quite impressive on level one (but not two). However, there's so few enemies and dull end-level confrontations that the whole game feels completely lifeless. The Amiga version almost suffers from too many enemies, but apart from the above-average 3-D (at the cost of blocky graphics) there's little to commend it with dull gameplay.



LOF looked awesome in the arcades and it was always going to be a struggle to convert it. The Amiga version predictably comes closest to the coin-op with plenty of speed and an almost overwhelming number of enemies. However, the graphics are a little blocky and it's all a bit too hard. Without the coin-op's stunning graphics the repetitiveness of gameplay is obvious. This is even more the case with the C64 where, though the 3-D effect is quite impressive, there are simply too few enemies to make an exciting game.

amiga

PRESENTATION 78%
Lengthy intro, interlevel screens, one/two players, mouse/joystick, shared continue-plays.

GRAPHICS 74%
Unimpressive static, but they're better moving and there's plenty of baddies to shoot.

SOUND 59%
Mediocre title tune and FX.

HOOKABILITY 67%
Easy to get into, but not compulsive...

LASTABILITY 58%
...and a bit repetitive. But there's lots of levels.

OVERALL 65%
A brave effort.

C64

PRESENTATION 32%
One/two players, multiloaded levels and no continue-plays.

GRAPHICS 37%
Reasonable 3-D, some good enemy sprites.

SOUND 33%
Mediocre title tune, very basic in-game FX.

HOOKABILITY 30%
Level one is too easy and too long.

LASTABILITY 35%
While later levels are tougher, excitement is low with so few enemies.

OVERALL 32%
Dull.

Supercars

● Gremlin, C64 £10.99 cassette, £14.99 disk



★ Lagging behind in fourth place and that green gunge isn't helping.

After the Lotus Esprit, how about a Taraco Interceptor, Vaug Interceptor or Retron Parsec? These are the three basic speed machines available in the Super Cars tournament. There are also nine race tracks which can be entered in any order, although after each race difficulty increases. If you finish a race in the top three you get loadsa dosh and the chance to enter another race. Complete all nine races and you progress to the next level with tougher opponents and more hazards.

As the money accumulates you can visit the garage and buy extras such as Power Steering (tighter turning), Turbo Charger (faster acceleration), High Speed Kit, Brakes, Side Armour (to help ram cars off the road) and a Missile (!). You can also repair any damage and top up with fuel. And once you're really rolling in dosh how about visiting the showroom for a new car. If you complete a level a password is given allowing you to restart from that level with a new car (if purchased).



Yet another overhead-view racer splutters out of the pits. *Super Cars* is a sort of *Hot Rod* without the two-player mode, but adding weapons and different cars to buy. Racing is quite realistic, as the computer cars intelligently try to block your way, requiring skilful manoeuvring to get past. Due to the total lack of variety, though, the game's simple appeal is very short-lived. Not so super.



This was originally a mediocre Amiga game, and the C64 conversion hasn't done it too many favours. The race graphics boast smooth scrolling, but backgrounds are washed out and the cars crude. Add-on features improve the playability little, but having said that the car is relatively easy to control and initially it's good fun manoeuvring to make passes. Nevertheless, with so little gameplay variety this soon wears thin.

PRESENTATION 69%
Garage and salesroom screens, level password and useful statistics at the end of each race.

GRAPHICS 48%
Okay presentation screens, but in-game graphics are poor.

SOUND 67%
Okay tune, engine drone and spot FX.

HOOKABILITY 69%
Easy to get into...

LASTABILITY 58%
...but after after a few races most people will have had enough.

OVERALL 62%
Needs turbocharging.

Speedball 2

• Imageworks, Amiga £24.99

One of the advantages of computerizing a fictionalized game is that you can completely change it for the sequel, doubling the size of the pitch and throwing in loads of new features. Try doing that with footie!

Speedball 2 is played over two halves of 90 seconds each, with teams swapping ends at half time. You control your team member closest the ball, with a letter flashing up to indicate whether the player is a centre forward, midfielder, defender, winger or goalkeeper. Each team member can throw the ball in eight directions and, by holding down fire, at varying heights. You can even put on a bit of aftertouch to bend the ball. If you don't have the ball, pressing fire results in the player leaping into the air or sliding to grab the ball, or alternatively making a tackle.

Successful tackling depends on the attack/defence attributes of the two players involved. You can tackle a player whether he has the ball or not and each tackle reduces his (or her) attributes. If energy falls to zero the player is stretchered off and a sub sent on, this earns the team responsible bonus points!

Unlike the original game it's not simply a case of scoring goals — winning is by earning points which can scored in a variety of ways. Besides sending a player off (10 points), you can earn points scoring a goal (10 points), hitting a bounce dome (2 points), stars on the walls (there are five for each team with two points per star turned on — hit all five for a 10-point bonus, or hit enemy stars to turn them off and *subtract* two points from his score). There's also a Score Multiplier, activated by throwing the ball up its spiral ramp — hit it twice and it doubles any points you then score until deactivated by the enemy. Other special features include four Electrobounces (electrifying the ball causing it to tackle the next player it hits) and four Warp Gates which zap the ball between them.

There are also various tokens which appear on screen, which can be collected for a wide variety of effects including freezing opposing players, reversing opponent's joystick, automatically gain possession of ball, etc. There's also plenty of temporary hardware to pick up including speed boots, powergloves, and Bitmap Shades for extra aggression! Collected cash can also be used to buy these in the gym (between matches) to upgrade eight attributes.

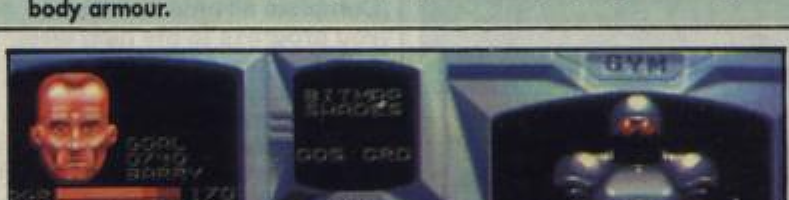
There are several ways of playing Speedball beside two-player matches (best of one, three or five matches with each match consisting of two legs). In Knockout you keep playing until you lose, whereas with Practice there's no opposing team. For a real challenge you can enter either the League or Cup, playing for Brutal Deluxe — despite the name, a rather weak team. The League has two divisions of eight teams and a 14-week season, while the Cup is a Four-round knockout. Both allow you to save the game between matches. In addition, goals scored in any match can be saved to disk.

Should the on-pitch brutality become too much you can just manage the team, training and trading players which the computer will control during matches.

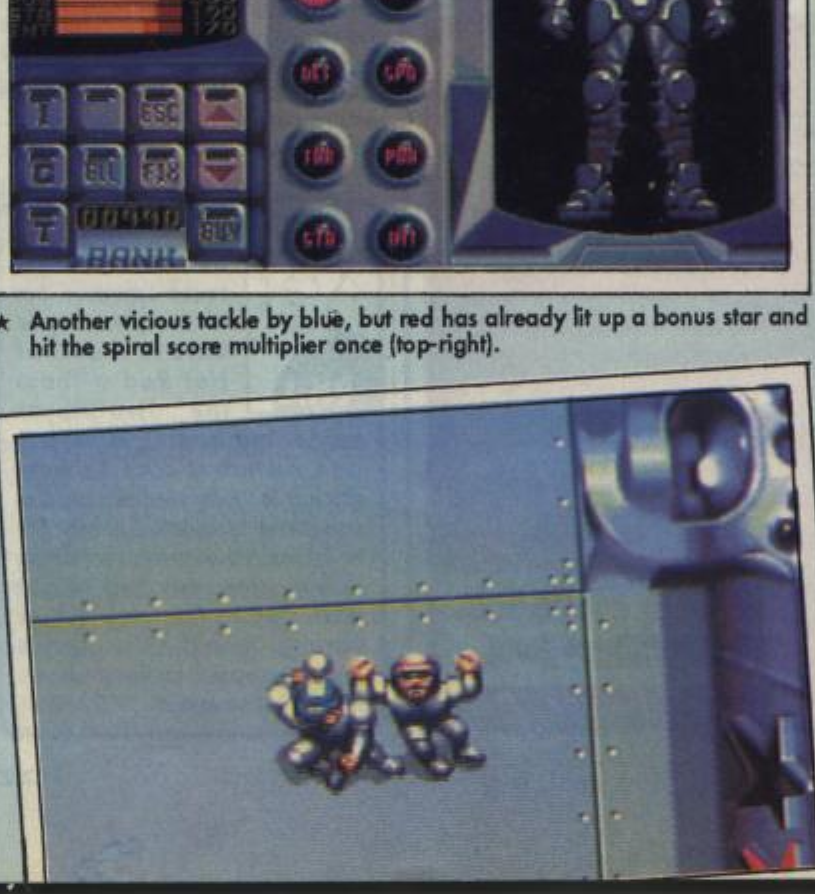


This must be the greatest 'futuresport' game ever, almost as good as footy! Whereas the original *Speedball* was really just a brutal (but fun!) form of handball, the sequel has a feature-packed pitch that's more like a huge pinball table! As well as adding variety, the many different ways of scoring introduce a tactical element — do you head straight for goal, go for the bonus stars, or brutally try to injure an opposing player!? And even if you're losing a match heavily, you've always got a chance of coming back as the score multiplier (an ingenious inclusion) allows you to get double points. I also like the idea of the two-leg matches for two players: picking up plenty of coins in the first leg will give your team the edge in the second. Spending money on the right attributes for the right players really does make a noticeable difference during the match and in one-player games there's the additional managerial aspect of using subs and trading players. A superb mix of tactics and outright violence, *Speedball 2* really is the sport of the future!

★ In the gym you can improve your player' stats by buying various types of body armour.



★ Another vicious tackle by blue, but red has already lit up a bonus star and hit the spiral score multiplier once (top-right).



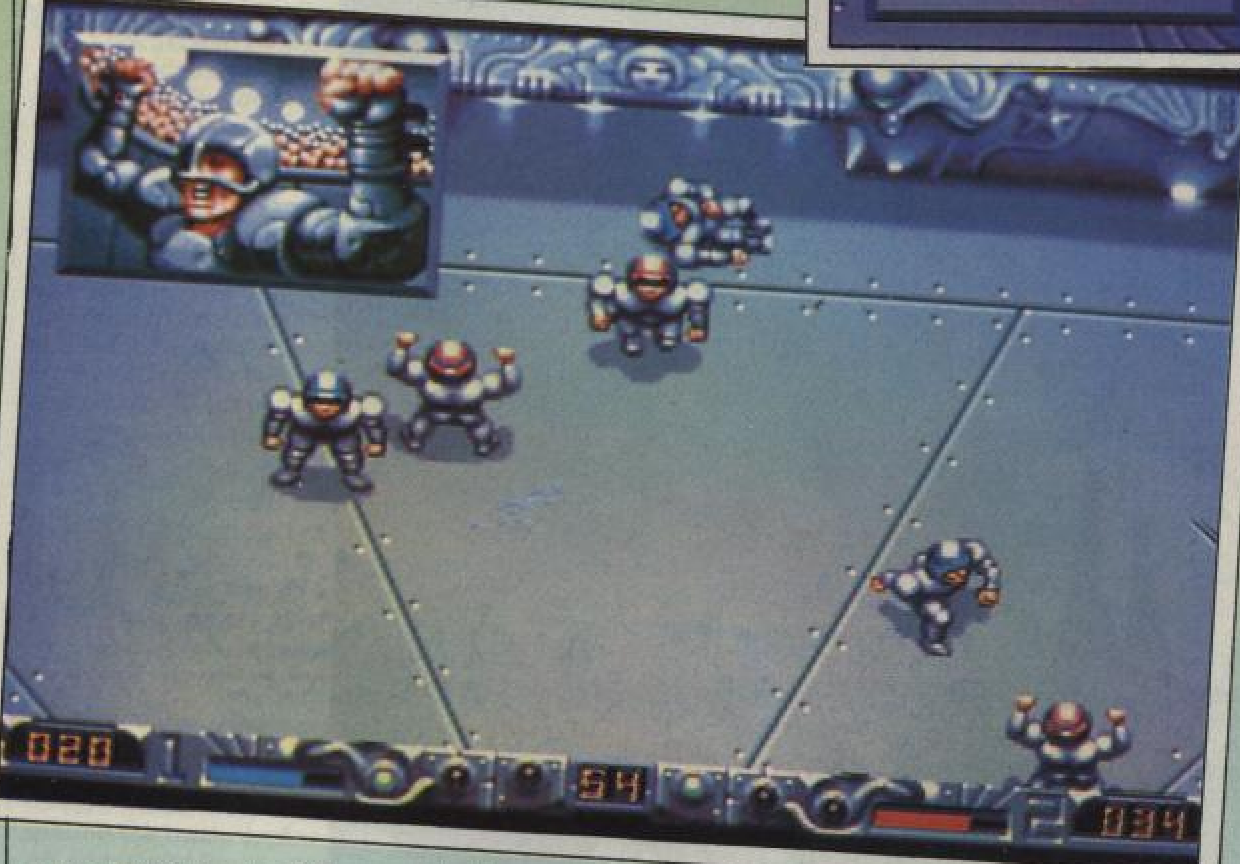
While I liked the original, I can't say I was crazy about it. The rapid action and lightning deflections made for some superb two-player games but the league got a bit repetitive. With *II* there should no such problems with a comprehensive management option and, most importantly, a much more sophisticated game. Reactions and sheer aggression are no longer enough (although this is a terrifically violent game); the bonus features are critical for winning matches. If your opponent's dumb enough to only bother about the goals, you can easily dummy him into defending the wrong direction while you rack up the points off the walls. The bigger pitch — which seems a lot larger than simply twice the size of the original — gives a roomy feel which makes passing essential. My only real disappointment is the lack of a radar scanner and multi-player league, but this apart, *Speedball II* is a magnificent game. It plays superbly, generating more aggression and excitement than half a dozen wars and the presentation is excellent. For once a game's graphics, in this case a kind of neo-fascist brutalism, generate exactly the right atmosphere — ominous and realistic, they completely outclass the set-designs for the *Rollerball* movie. Without doubt the best two-player game since *Kick Off II*, packed with violence and speed this can't fail to be a hit.



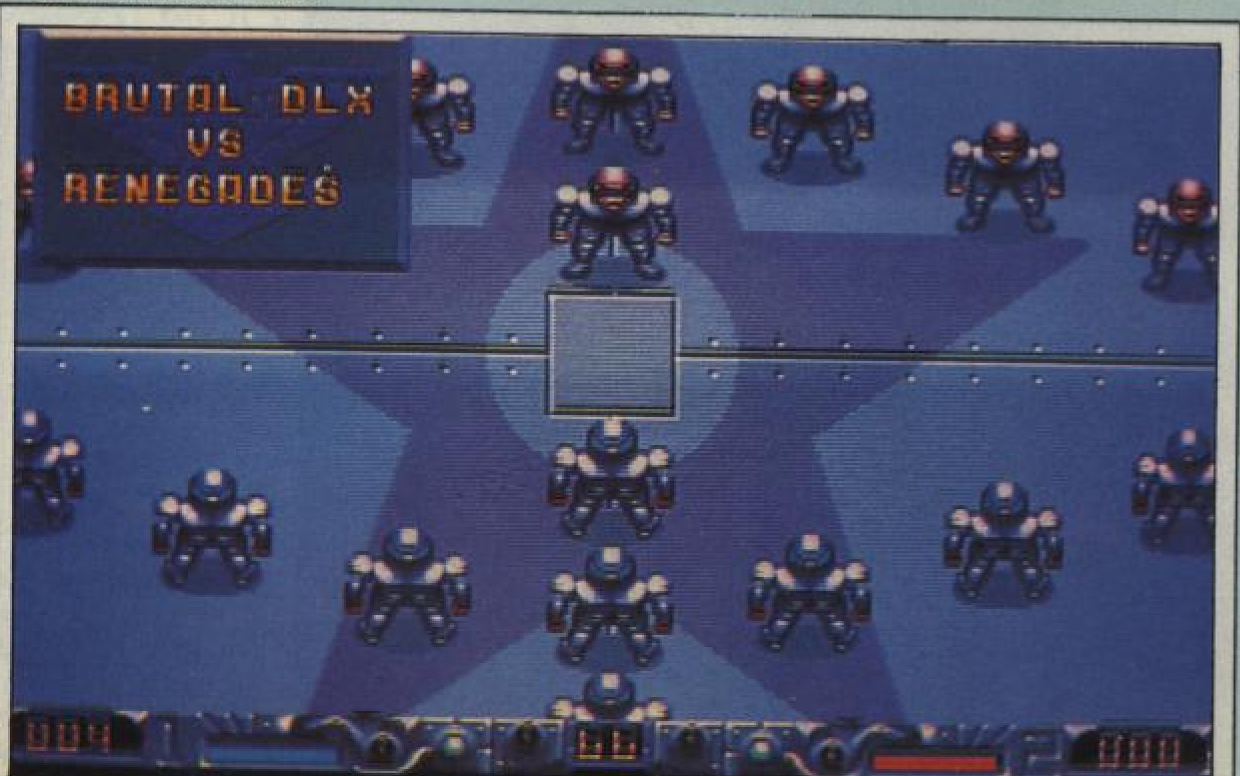
Yeah! Violence Extreme! And I thought *Speedball* was the ultimate trip into designer sport thuggery. For the first few games I waded into everyone with little regard for tactics but quickly came to grief on the goal front. It's not until you realise the significance of the score multiplier and the Goal Stars that the game really opens up and the violence with a purpose begins! Although the concept remains the same and (in my mind) the gameplay similar to the first *Speedball*, what makes this a massive leap over the original is the importance and potential of the team improvement facility. Redefinable stats offer the ability for each side to have unique tactics: one time my speedy team was pitted against the brutality of the CRASH team and it paid off with a brilliant 180-point victory — I love this game!!



★ The red team celebrates after scoring a brilliant goal.



★ Lined up for the start of the game, the players psych themselves up for the extreme violence to follow.



C64 UPDATE
A conversion has just been begun.

PRESENTATION 94%
Comprehensive manual, informative souvenir programme, replay goals, good intro and demo plus superb pics for when you score, win, lose etc.

GRAPHICS 92%
A massive, nicely detailed pitch, well-animated players and great player pics add up to a visual treat.

SOUND 86%
Off-beat title tune, excellent in-game spot FX including samples for 'replay' and 'ice cream'!

HOOKABILITY 97%
Couldn't be easier to get into, all-out violence and high scoring action.

LASTABILITY 96%
The Knockout Cup and League offer a good long-term challenge, especially with the excellent management aspect.

OVERALL 96%

Ideal for neo-fascist brutes!



Soon on your screen for: Amiga, Atari ST
PC (VGA, EGA, CGA and Hercules)
C64, Spectrum and Amstrad.

EIN
CINEVOX
RELEASE

WARNER BROS.

LINEL

PRESENTS



LINEL
24A WHITE PIT LANE
FLACKWELL HEATH
NR HIGH WYCOMBE
BUCKINGHAMSHIRE HP10 9HR
TEL. 06285 31 244
FAX. 06285 30 875

● Domark/Tengen, Amiga £19.99

BADLANDS



The world's been devastated by a nuclear holocaust — which turns out to be really good news for motor sports fans: there's no rules, no race commentators, plus no shortage of petrol or hazardous race tracks. There are eight circuits, all viewed from above with room for three contestants. The only rule is you have to cross the finish line before a computer-controlled car (in two-player mode coming second to a friend is only embarrassing, not fatal).

Colour-coded arrows show drivers which route to take around the track, explosives go off and useful items appear such as missiles and wrenches. Pressing fire accelerates, pulling back fires bullets or missiles. If you survive a race you can visit a shop to spend your wrenches on improved tires, speed, acceleration and shields. Progressively upgrading these is essential to stay competitive with the computer car(s). If your car is destroyed, the only penalty is the short loss of time while waiting for a helicopter to bring you a replacement.



Badlands is a fun two-player game, but it's really no advance over the ancient *Super Sprint*. The only new aspects are the ability to shoot and the additional hazards like rising spikes and huge pools of liquid spilt by toppled trackside barrels. You can't really blame the programmers (Teque London) — they've done a good job converting a rather crusty coin-op.



This is another excellent Tengen Amiga conversion, unfortunately the coin-op is a weak one. The game's appeal lies purely in fast reactions vital for winning, and earning wrenches for essential car upgrades. There are some good touches, such as being able to knock over water tanks, split open oil tanks and so on, but as you progress it's the same eight tracks over and over with ever more ludicrously fast computer cars. Nevertheless *Super Sprint* fans will love it, and it's certainly fun for a while with two players.

PRESENTATION 62%
Simultaneous two-player option, joystick or keys, continue-plays.

GRAPHICS 69%
Faithful to the coin-op with some nice details, puffs of smoke, flaming exhausts etc — but nothing extraordinary.

SOUND 71%
Some nice optional tunes and fine FX.

HOOKABILITY 74%
Fairly easy to get into, beginning with some sluggish computer cars.

LASTABILITY 60%
Eight tracks, but playing solo it soon gets repetitive.

OVERALL 62%

A good conversion of a poor coin-op.

IMPORTANT!
Last month we reprinted our C64 review instead of this Amiga one. For the record that issue's Word re-marking (giving the C64 cart 62%) still stands and in fact most of the Amiga comments apply to it.

● Ubi Soft, Amiga £24.99

RANX

RanXerox is the robot star of several adults-only graphic novels and inhabits a very violent future world. In the game a lethal disease is sweeping the world, and Ranx's girlfriend — Lubna — is being prevented from seeing him by her rich parents. Starting in Rome, Ranx must first deliver the X03 vaccine to the dying American President in New York City, then return to Rome and liberate his sweetheart.

The game is a horizontally scrolling arcade adventure. The psychotic Ranx can kick and punch opponents, but to make progress he must interact with characters in more civilized ways. Pressing space brings down an options menu so you can save to disk (overwriting any previous Save), examine Ranx's health, repair him (with collected spare parts!) and discuss. The latter option gives a sub-menu — communication is limited to icons for question, threaten, laughter and insult. You can also offer money or collected items.

To earn money Ranx can kick open parking meters (but watch out for police!), and to keep his batteries topped up, rip open street lamps.





Ranx's principal appeal is an uninspired mix of gore and occasional female nudity. Reducing people to chunks of flesh is the point of most games, but few are so explicit and the number of women you can kill is disturbing. Nevertheless there's obviously a sick fascination in getting further to see the next sicko graphic. But after a while the graphics begin to repeat, and the basic crudity of gameplay becomes annoying. Ranx is irritatingly sluggish to control and there's also the old trick of not many locations being covered up by a high difficulty level.



For a few games I was strangely fascinated by the depraved violence, beating people into bloody pulps. However, apart from some grotesque graphics and good sampled sound *Ranx* is a very ordinary beat-'em-up/arcade adventure. Character interaction is severely limited as Ranx's communication system isn't exactly sophisticated — rather like the game as a whole.

PRESENTATION 61%
Quite a lot of disk accessing. Save/load.

GRAPHICS 68%
Attractive push-scroll backgrounds, reasonable animation and plenty of gore.

SOUND 80%
Good rock intro, some good sampled FX.

HOOKABILITY 61%
A little awkward to begin with, but sickos are likely to persist.

LASTABILITY 58%
It's not that big and toughness may put you off.

OVERALL 59%

Sick and weird, but ultimately dull.

SIZZLER

• Rainbow Arts, Amiga £24.99

A

TURRICAN II

It's the last day of schedule, but we can't miss this conversion of last month's C64 Gold Medal winner. The story obviously remains the same, the planet Landorin has been invaded by the massed forces of The Machine. Turrican answers an SOS and is soon knee-deep in attack robots.

This massive battle takes place over five worlds, each with two levels (apart from worlds two and three which have three levels). The basic game consists of multi-directionally scrolling arcade exploration with zillions of baddies to take on, dozens of different types according to the world, and two mega-monsters on most levels. Finding the level exit is the main aim, but dozens of diamonds can be found and if they're all collected, continue-plays can be earned.

Beside his basic laser, Turrican can hold down fire to create a lethal beam which can be swung around in a 360° arc. Pressing 'space' activates a smart bomb, while holding down fire at the same time unleashes a mega-smart bomb. Turrican can also transform into a whirling gyroscope which is useful for getting through small gaps. As you explore extra lives and all sorts of weapons upgrades can be found, including three-way fire, bouncing balls, extra smart bombs, extra energy and so on.

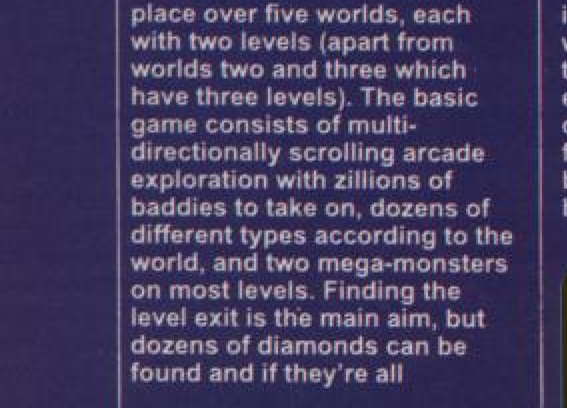


★ Numerous levels of parallax scroll and some ultra-high-speed scrolling distinguish the shoot-'em-up levels.

For the three levels of World Three, Turrican climbs into a spaceship for some spectacular shoot-'em -up action. Level 3.1 is a simplistic horizontally-scrolling blast-'em-up, 3.2 mixes in vertical scrolling while 3.3 is a high velocity test of reactions!



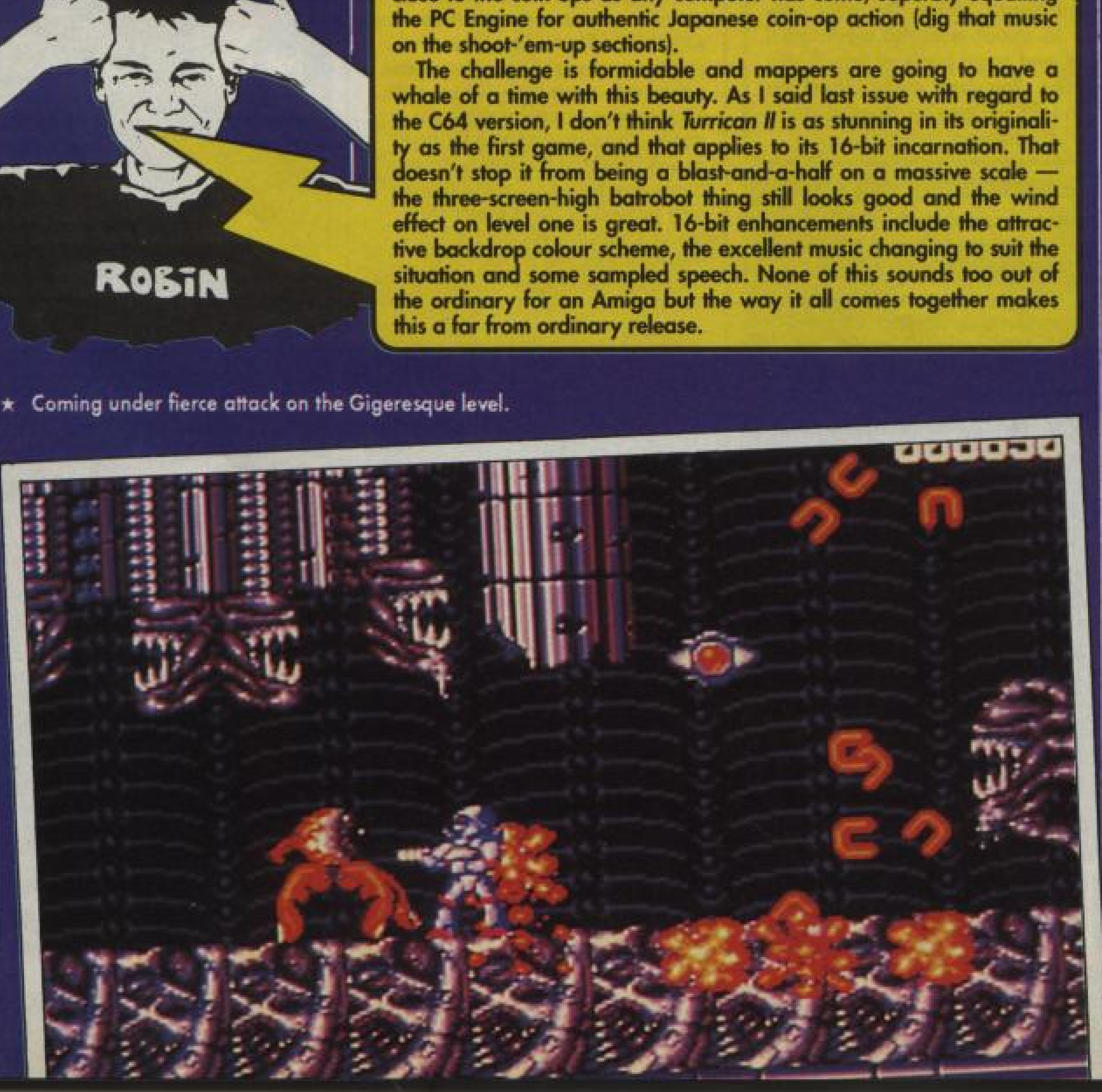
Turrican II further emphasizes the gulf between the potential of original games and the clapped-out ideas of so many rushed coin-op conversions. 1500 screens, five distinct graphic styles, three horizontally scrolling shoot-'em-up levels, one vertically scrolling blast-'em-up and masses of imaginative baddies add up to unbelievable value-for-money. Much harder than the original, *II* makes excellent use of the Amiga and is likely to appear on the Sega Megadrive completely unchanged. The graphics are full of neat touches and the varied soundtrack provides superb musical accompaniment. A classic arcade adventure.



Now THIS is really something!! As he mentioned in the recent interview, Manfred's inspiration for his games has been the coin-ops and with *Turrican II* he's gone and brought us an arcade machine and more! The feel, the look, the whole shebang is so slick. And just so we don't get too familiar with the *Turrican I*-style gameplay, he's thrown in one of the fastest horizontally scrolling, *Vulcan Venture*-style shoot-'em-ups around. *Nemesis* fans will love it as this is as close to the coin-ops as any computer has come, superbly equalling the PC Engine for authentic Japanese coin-op action (dig that music on the shoot-'em-up sections).

The challenge is formidable and mappers are going to have a whale of a time with this beauty. As I said last issue with regard to the C64 version, I don't think *Turrican II* is as stunning in its originality as the first game, and that applies to its 16-bit incarnation. That doesn't stop it from being a blast-and-a-half on a massive scale — the three-screen-high batrobot thing still looks good and the wind effect on level one is great. 16-bit enhancements include the attractive backdrop colour scheme, the excellent music changing to suit the situation and some sampled speech. None of this sounds too out of the ordinary for an Amiga but the way it all comes together makes this a far from ordinary release.

★ Coming under fierce attack on the Gigeresque level.



PRESENTATION 92%
Superlative intro and end-game sequences, earned continue-plays, fast multiloading.

GRAPHICS 92%
Five distinctly different worlds, imaginative baddies and numerous mega-monsters all exploiting the Amiga's palette. Plus some ultra-rapid scrolling.

SOUND 94%
A variety of coin-op-style tunes, often altering according to what's happening in the game, plus sampled speech for pick-ups.

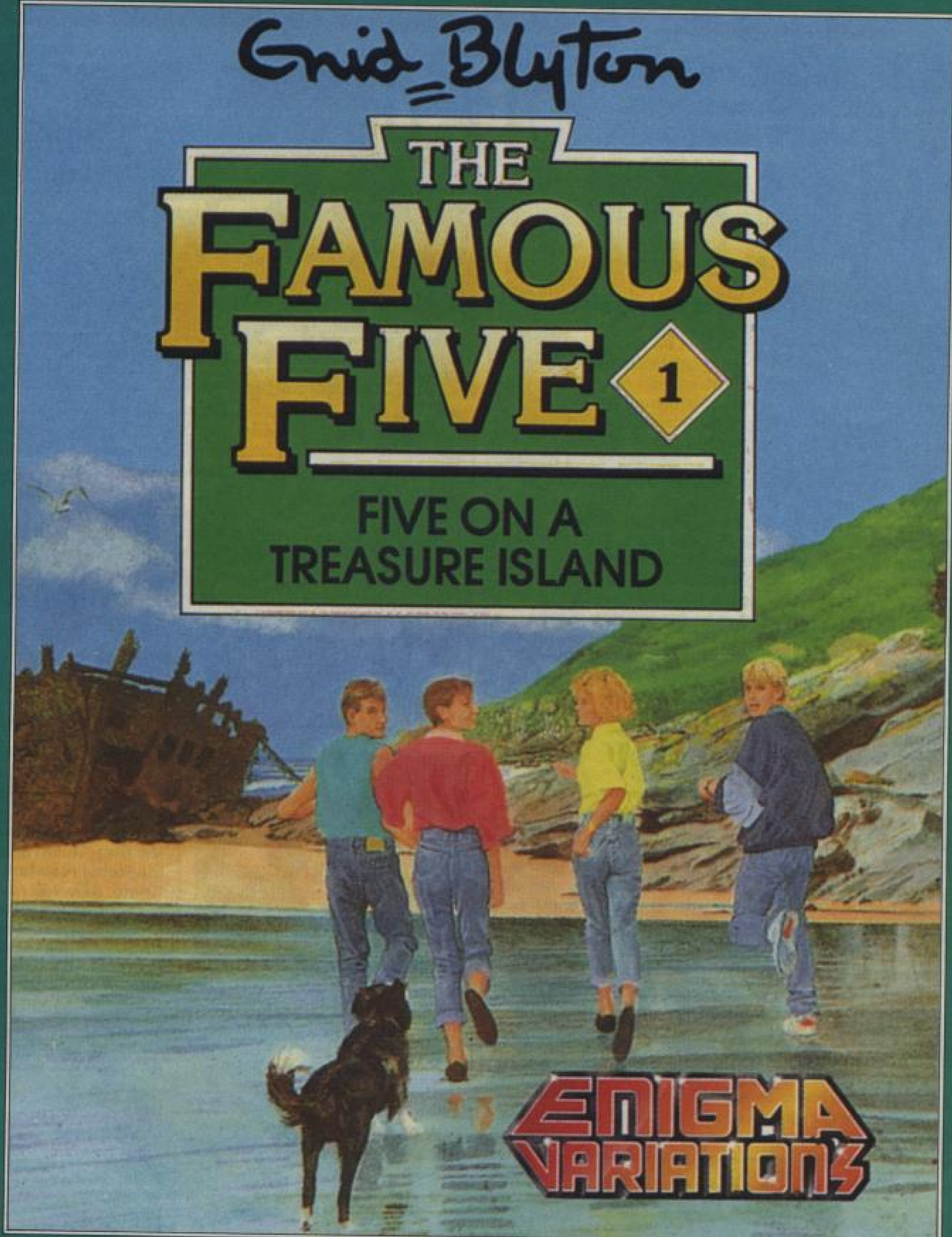
HOOKABILITY 91%
Easy to get into, with plenty to see and do on level one.

LASTABILITY 94%
A massive task, packed with variety and challenge.

OVERALL 93%

Awesome.

RELIVE THE GREATEST ADVENTURE OF YOUR CHILDHOOD!



Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart

AVAILABLE SOON FOR

AMIGA, ATARI ST, C64, AMSTRAD CPC (+), SPECTRUM AND SAM COUPÉ

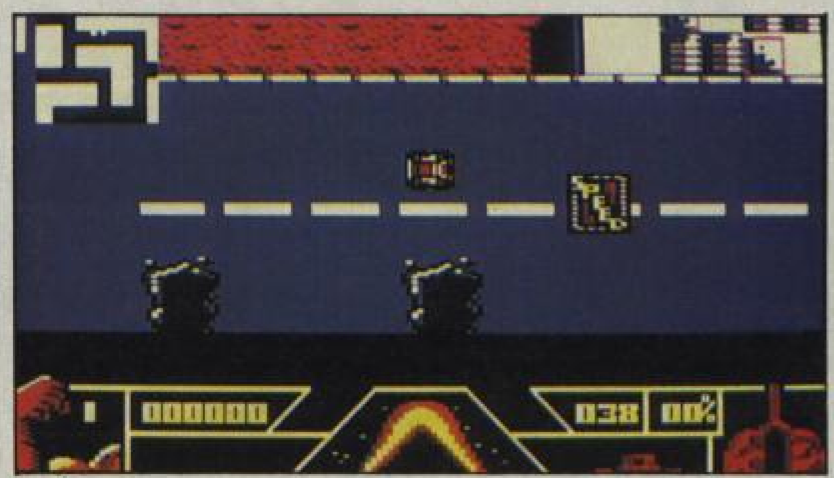
ENIGMA VARIATIONS LTD., 13 NORTH PARK ROAD, HARROGATE HG1 5PD TEL: 0423 501595 FAX: 0423 500291

ZZAP!TEST!

● Ocean, C64
£10.99 cassette,
£15.99 disk

C64

TOTAL RECALL



Quaid is a man who everyone distrusts, a triple agent who is most cruelly betrayed by himself. As the story opens Quaid is apparently a happily married construction worker on Earth, but in his increasingly vivid dreams he is a secret agent, fighting a brutal Martian corporation. One day he goes to the offices of Rekall, which specializes in implanting memories of faraway holidays at the fraction of the cost of really going there. Quaid wants to be implanted with a holiday on Mars in which he's a spy, but the implant process apparently goes wrong. Quaid really *is* a secret agent, whose real memories have been suppressed. In preparation for such a terrible event, Quaid has contacted a friend to provide himself with clues to his identity. In level one, a suitcase with some vital equipment and an explanatory video of the old Quaid must be found.

Presented in side-on fashion, Quaid must leap over numerous spikes, jump onto lifts, punch or shoot baddies and work out the right route to level two. The objects he needs have been hidden in crates — opened by punching them. Oxygen bottles must be collected for Mars, plus special weapons such as high-explosive bullets. One object increases Arnie's strength, shown by his bulging biceps on the left. This means when he dies he can continue-play — if he's got past a certain point on level one; otherwise he just has one life and the energy bar at the bottom.

Levels two and three are overhead race games; the interlevel platform level mentioned in the preview has been dropped! Level two is set on Earth with Quaid taking control of a Johnny Cab in a frantic effort to evade Richter and his thugs — agents of the Martian corporation. Level three takes place on Mars where Quaid has met Melina, a female resistance leader. Together they catch a cab driven by the mutant Benny, but once again Richter is in pursuit.

The final level is similar to the first. Quaid must firstly find the Rebel resistance leader Kuato, who will reveal the location of the alien reactor. This vast machine will transform Mars, releasing oxygen and freeing its people from the tyranny of the Martian corporation led by Cohaaggen. Quaid must find the reactor and defeat Cohaaggen before he blows the reactor up.



The best thriller of 1990 has finally smashed its way onto home computers, but it was a long and gory fight with Ocean taking the game off Active Minds to finish it in-house. The game is now credited to Mentus Absentia! Clearly *Total* isn't a superslick production in the *Navy SEALs* league, which shows up most clearly in the unremarkable background graphics and blocky, if effective sprites. Gameplay is an unremarkable mix of combat, exploration and platforms-and-ladders action but it's still addictive to play. Similarly, the overhead-view cab scenes offer very little that's new, but add some much-needed variety. While *Total Recall* is a disappointment by comparison with the movie, it's remarkably good for a rewrite and is likely to provide a good challenge for Arnie fans and mappers.

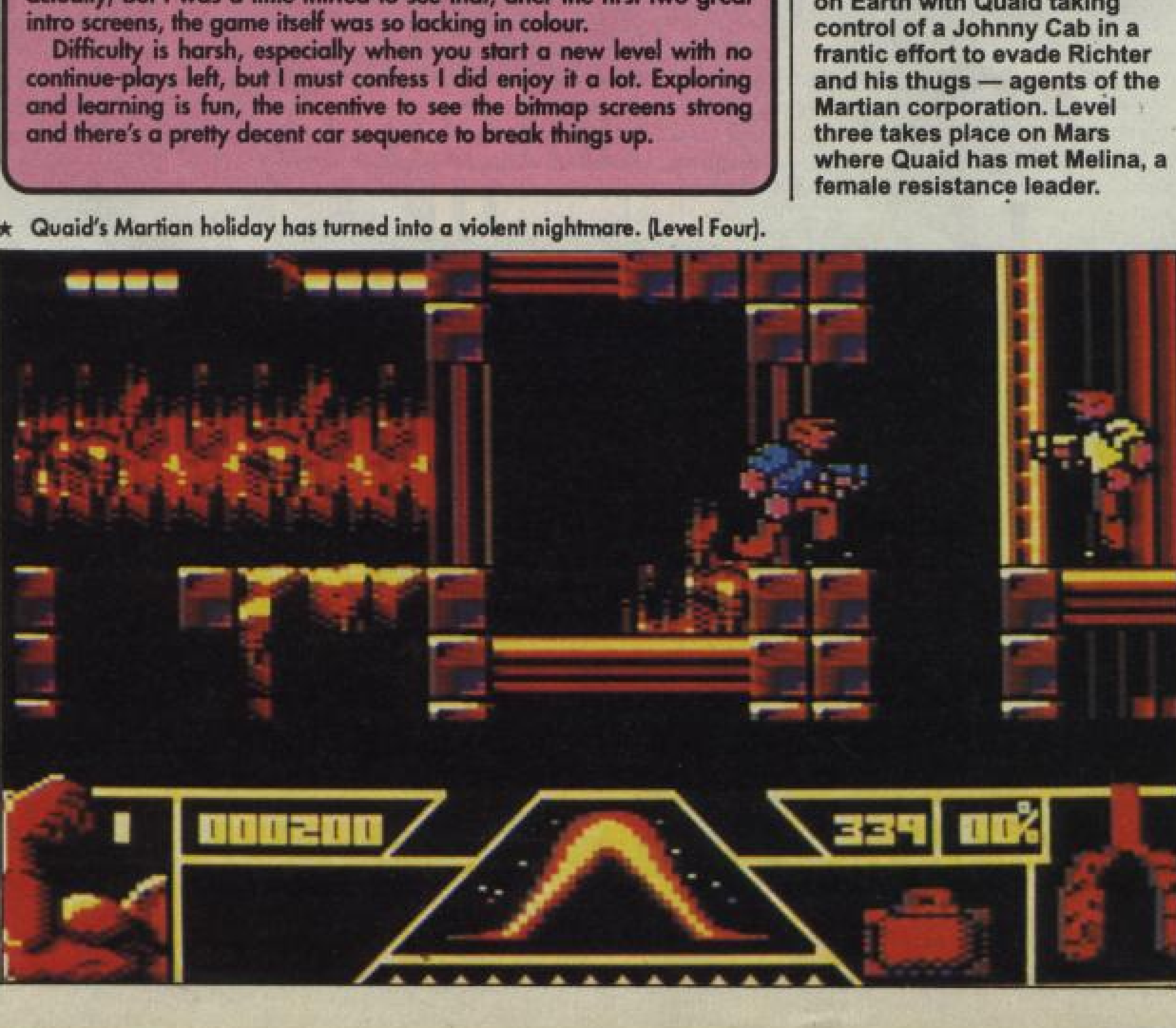


I know it's familiar gameplay and doesn't add anything new over something like *RoboCop 2*, but it's fun and is padded out with gorgeous presentation. The Meegan style is evident with the platform levels having a certain *Untouchables* Level 1 feel about them and this is no bad thing when it comes to playability. The graphics are adequate and the enemies look good (better than Arnie actually) but I was a little miffed to see that, after the first two great intro screens, the game itself was so lacking in colour.

Difficulty is harsh, especially when you start a new level with no continue-plays left, but I must confess I did enjoy it a lot. Exploring and learning is fun, the incentive to see the bitmap screens strong and there's a pretty decent car sequence to break things up.



★ Quaid's Martian holiday has turned into a violent nightmare. (Level Four).



AMIGA UPDATE
Full review next month.

PRESENTATION 86%
Excellent intro and interlevel screens on disk version, good continue-play and text messages.

GRAPHICS 75%
Unremarkable backgrounds, but blocky sprites actually work well. Cab scenes are okay.

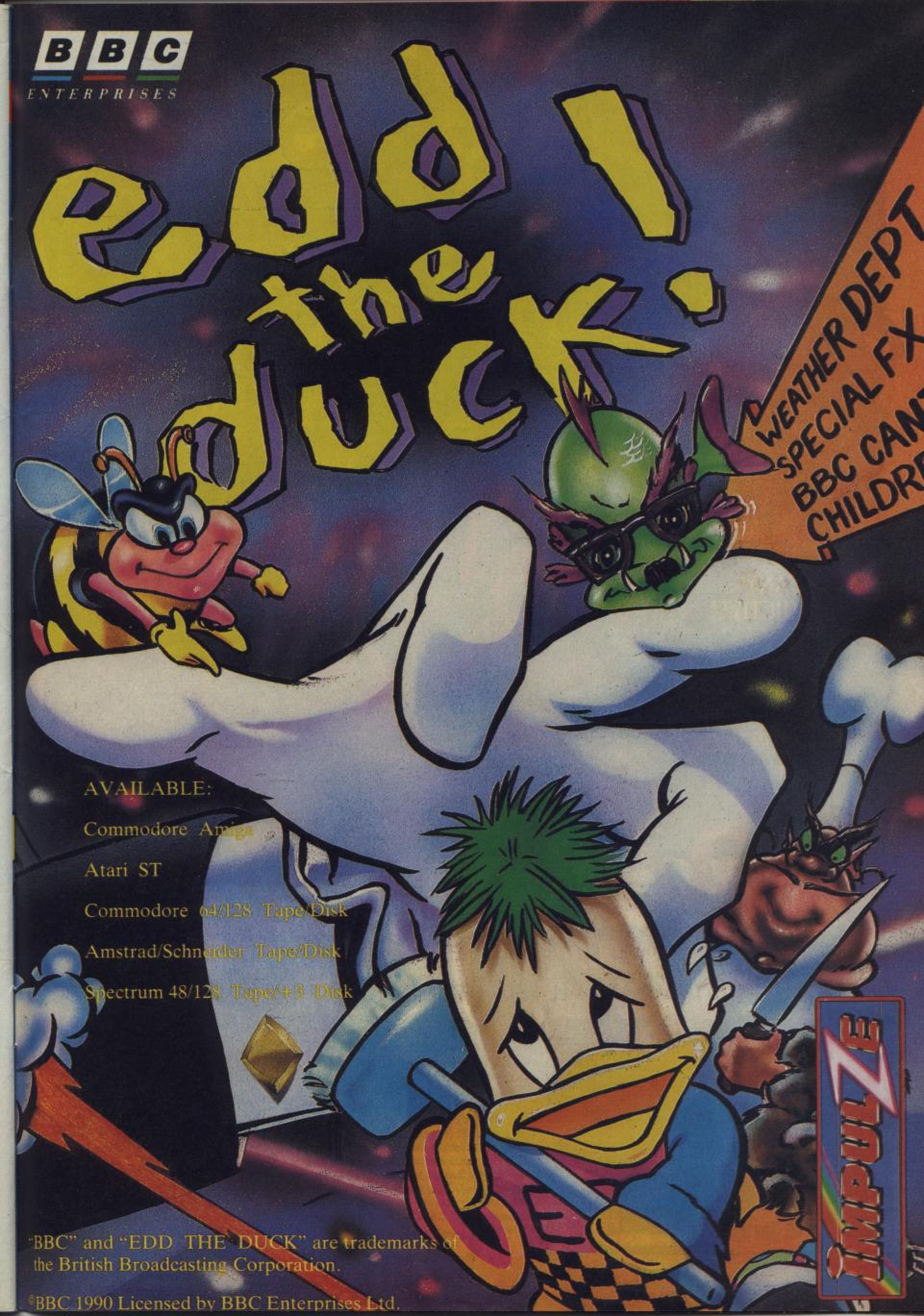
SOUND 80%
Choice of ominous, bass-heavy soundtrack or spot FX.

HOOKABILITY 80%
Tough start, but once you learn the route addiction sets in.

LASTABILITY 72%
Four levels provide a substantial challenge.

OVERALL 76%

Familiar gameplay, but playable and well-executed.

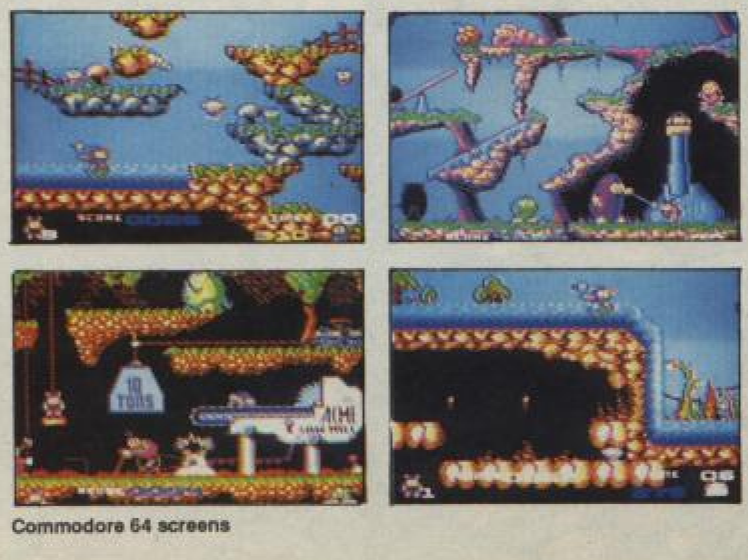


BBC
ENTERPRISES
edd the duck!
WEATHER DEPT
SPECIAL FX
BBC CAN
CHILDR
AVAILABLE:
Commodore Amiga
Atari ST
Commodore 64/128 Tape/Disk
Amstrad/Schneider Tape/Disk
Spectrum 48/128 Tape/+3 Disk
IMPULZE
"BBC" and "EDD THE DUCK" are trademarks of the British Broadcasting Corporation.
©BBC 1990 Licensed by BBC Enterprises Ltd.



CREATURES

CLYDE RADCLIFF EXTERMINATES ALL THE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME



Commodore 64 screens

TO THE RESCUE!

Held in devilish torture chambers, an entire village of Fuzzy Wuzzies—the cutest but most mischievious characters ever—need your help!

Control the only free Fuzzy, Clyde Radcliff, on a mission that takes him through the haunted Black Forest of Gateau, to a land full of crazy creatures, scuba diving in piranha ponds and into the lethal torture chambers themselves!

You need quick reactions, a sharp brain and a crazy sense of humour to complete the cartoon game of the year—*Creatures*!

By Apex Computer Productions

CBM64/128
£9.99cass £14.99disk
Amiga and Atari ST £24.99

**FREE!
A FUZZY WUZZY
IN EVERY PACK!**

THALAMUS

Thalamus Limited, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734-817261

THE PREVIEWS

MIRRORSOFT

Wow! Just saw *Back To The Future III* on video and watched the end FX four times over — ILM top themselves again! The story's a bit mundane, but Marty's final time-travelling adventure gives plenty of opportunity for a great computer game. If you haven't seen it yet, the basic concept is that after accidentally being stranded in 1885, the Doc has buried the De Lorean time machine for Marty to find it in 1955, get it fixed and return to 1985. The Doc is happy in 1885 and doesn't want to be rescued, but Marty learns the Doc was killed days after burying the De Lorean so it's back to the past to save him.

Probe Software have been working on *III* before *II* was finished and are determined to make it the best of the series. The game is split into four sections. The first has the Doc saving Clara, the woman he later falls in love with. Clara's horses have bolted and the doc must catch up with her wagon before it goes over the ravine. This section flips between two views of the action: side-on, horizontally scrolling and top-down, vertically scrolling. The Doc has to make his horse dodge all the obstacles while keeping speed up.

Section two takes the scene where Marty demonstrates his skill with a Colt .45 in a fairground shooting gallery. His amazing accuracy was ironically developed by playing arcade games! The next section has Marty more unconventionally armed — ie with plates which he must throw at the villains to stun them. It's a static 3-D scene with Marty moving up and down while villains pop-up at the windows.

The final section is the one with those amazing ILM effects, where Marty and the Doc use a steam train to push the De Lorean up to the critical 88mph where the time-travelling machine kicks in. Look forward to a demo and full review next month.

KRISALIS

The software house with a butterfly logo has been all too quiet of late, but it's all been in a good cause with two very interesting games in the offing. *Hill Street Blues* is being computerized, with an ambitious project that combines an overhead view of the district (with 600-plus vehicles and 600 pedestrians) and all your favourite police characters who must be sent to deal with various crimes. From drunks to robberies to murders, it all has be to dealt with.

The second Krisalis game is *Revelation*, an intriguing puzzle game with over 90 levels revolving around safe cracking! Does Captain Furillo know about this? In any case both games should be out February time for £19.99 on the Amiga.



★ *Back To The Future III*: Can Doc stop Clara's wagon before it plummets down the cliff?



★ Marty shows off his shooting skills at the fairground in *Back To The Future III*.



★ A good ol' Wild West shoot-out — with a difference: here Marty throws plates at the baddies who appear at the windows in the third scene of *Back To The Future III*.



★ Domark's ambitious *3-D Construction Kit* allows you to Freescape your own fantastic games. (C64)



★ Choose from an amazing variety of characters to play in *Gauntlet III*. (C64)



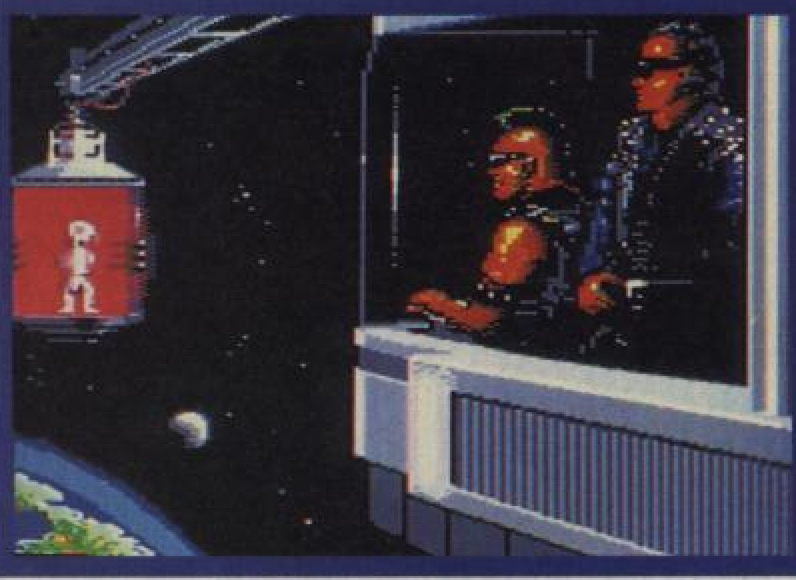
★ US Gold's *Gauntlet III* is coming along very nicely on the C64 with simultaneous two-player action.



★ Data Liberation's *Penthouse Electric Jigsaw* features some risqué wildlife shots! (Amiga)



★ Gremlin's conversion of the *HeroQuest* boardgame promises to be an intriguing mix of arcade action and exploration with over ten scenarios to beat. (Amiga)



★ The rewards are great in *Supremacy* but so are the dangers!



★ *Supremacy*'s start screen allows you to choose your alien opponent.

SUPREMACY
(Virgin/Probe)

A tale of intergalactic battle for domination, *Supremacy* pits you against four of the meanest dictators this side of the Spiral Arm. A Sizzler on the Amiga it seems a strong challenge is guaranteed and for the first time ever, we have here a strategy game with great graphics and intro sequences by Hugh Riley *and* some superb music and three-voice FX from The Sonic Circle, otherwise known as Jeroen Tel. The UDG graphic/beep sonics wargame is no more, it seems! Next month, Boris Myashirov puts on his review helmet and jets off into space again to take on Kraat, Rorn and their buddies. For now though, here's some ace preview shots. *Supremacy* will be released in mid-March, priced £14.99 cassette, £19.99 disk.

SYSTEM 3

Last Ninja III is planned for simultaneous release on Amiga and C64, with System 3 working hard to ensure the 16-bit versions surpass the beautiful C64 game. As you can see, the graphics are looking hot and gameplay will be subtly improved over the C64. Some opponents will be twice as big as Armakuni, while the end-of-level shoguns are going to be absolutely spectacular with some dramatic weaponry. Likely to be a three-disk product, we hope to have a review soon!



★ High quality graphics seem set to make *Ninja III* System 3's finest 16-bit release to date.

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

£399 INC VAT



A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
TOTAL RRP:	£549.78
Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95
TOTAL RRP:	£544.82
Less Pack Saving:	£145.82
PACK PRICE:	**£399.00**

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP

THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR **FREE BROCHURES**

SILICA SHOP

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017
BUSINESS/EDUCATION:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-308 0888**
Order Lines Open: Mon-Fri 9.00am-6.00pm	Closed on Saturdays	Fax No: 081-308 0608

To: Silica Shop, **ZZAP 03 91** -32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

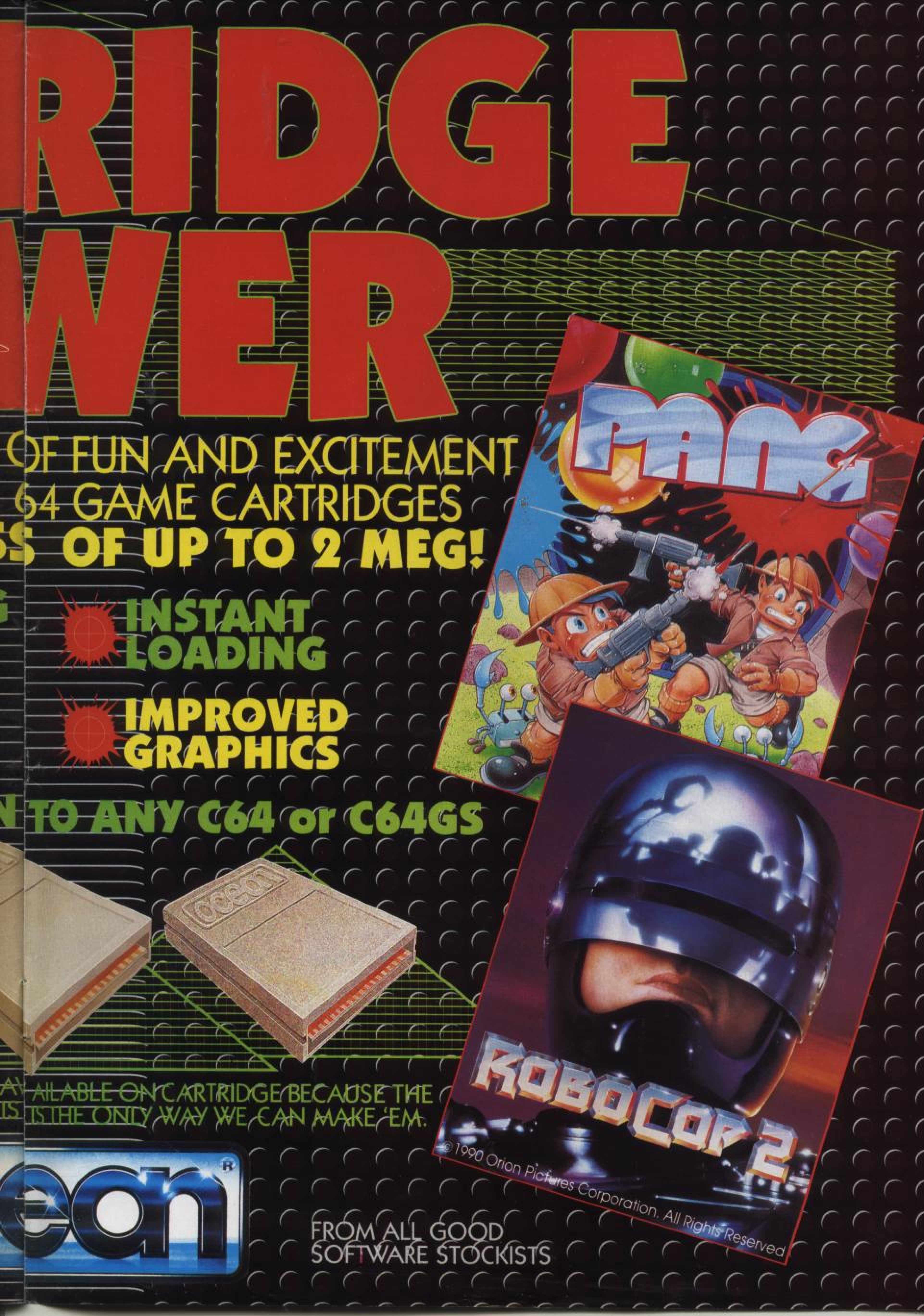
Postcode: .... Tel: ....

Which computer(s), if any, do you own? .... A2000 ☐

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.



CART
P
A WHOLE NEW WORLD
WITH COMMODORE
IMMEDIATE ACCES
OUTSTANDING GAME PLAY
ONLY 19.99 EACH
PLUG STRAIGHT IN
SHADOW OF THE BEAST
CHASE H.Q. II
Special Criminal Investigation
TAITO
ocean
THESE FANTASTIC GAMES ARE ONLY A
SIZE AND DEPTH OF PLAY MEANS THIS
OCEAN SOFTWARE LTD
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650
*2 MEG = 256K OF MEMORY


RIDGE
WER
OF FUN AND EXCITEMENT
64 GAME CARTRIDGES
S OF UP TO 2 MEG!
INSTANT LOADING
IMPROVED GRAPHICS
N TO ANY C64 or C64GS
ocean
ocean
AVAILABLE ON CARTRIDGE BECAUSE THE
IS IS THE ONLY WAY WE CAN MAKE 'EM.
ean
FROM ALL GOOD
SOFTWARE STOCKISTS
PANG
ROBOCOP 2
©1990 Orion Pictures Corporation. All Rights Reserved